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ON THE VIDEO!

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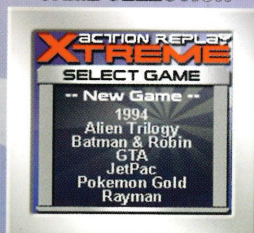
MAIN MENU



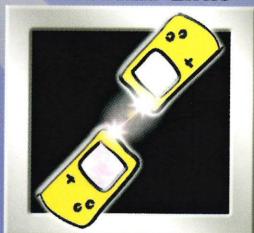
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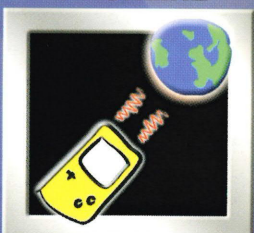
GAME SELECTION



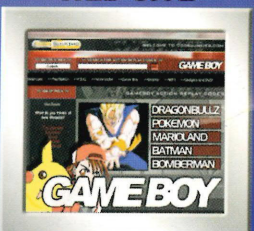
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LOCK 'N' LOAD



10

That's Original!



Fed up with SNES and PSX ports? Let's take a look at the Advance's forthcoming frenzy of original games.

44 Body Shock GBX

After some serious force feedback for your favourite games? Check out Dattel's Body Shock GBX!



14 Mario Kart Super Circuit

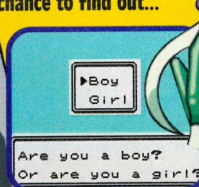
This is the one we've all been waiting for. Mario's hi-octane racer's back, with all-new tracks!



Pokemon Crystal

30

The Pocket Monsters are back in this 'special edition' remake of Gold and Silver. Is it worth buying if you already have the others? Now's your chance to find out...



The dame with the gamez is back, leading the GBX team on another fun-filled mission. Take it away, Sakura...

REGULARS

News: The Firing Line

04

Our regular round-up of forthcoming games, happening news and top peripherals.

Feature: That's Original!

10

Not every forthcoming Advance game is a SNES port. We check out the next batch of original games...

Subscriptions Offer

17

It's still running! It's not too late to take advantage of our amazing six-issues-for-free offer!

Posters

33

Cool art prints of Mario Kart and Pitfall: The Mayan Adventure, and a neat Sakura Code Junkies poster.

The Kit Bag

42

Canned Heat, Dino-Chi!, Bladder and still more happening gadgets!

A Piece of the Action

44

We take a look at Dattel's Body Shock GBX and offer some more sizzling codes for the Action Replay!

Return Fire!

46

What's getting our goat about the Game Boy? Check out our top letters column...

Back Issues

48

Well 'issue' really, as we've only got one! Still, if you missed last month's mag, now's your chance to get it.

Action Tips

49

Fed up of losing your game cheats? Cut out our Action Tips coupons and keep 'em in the box with your game...

Solution: Tony Hawk's Pro Skater 2, Tomb Raider CotS

53

A full solution to Tony Hawk's and Part One of our Exclusive Tomb Raider: Curse of the Sword walkthrough.

On the Shelves

60

Don't buy a game without checking Sakura's directory first.

Next Month

66

There's more to come - check out what's in next month's mag.

REVIEWS

Game Boy Advance

BackTrack	21
Disney's Atlantis: The Lost Empire	26
Final Fight One	16
Iridion 3D	23
Jurassic Park III: DNA Factor	25
Lego Island 2	20
Lego Racers 2	27
Mario Kart Super Circuit	14
MX 2002	18
Pitfall: The Mayan Adventure	22
Spider-Man: Mysterio's Menace	24

Game Boy Color

Micro Maniacs	37
No Fear Downhill mountain Biking	39
Pokémon Crystal	30
Universal Monsters: Dracula	38
Woody Woodpecker: Escape From Buzz Buzzard's Park	32
Zidane Football Generation	32

THE FIRING LINE



It's time to get in line, 'coz the Game Boy's biggest fan is back with all the latest news...

SAKURA SAYZ

Hey, y'know what? Everybody's talkin' 'bout the screen on the Advance. Some sayz it's too dark and it's ruinin' the gamez, otherz think the prob will sort itself out as developerz get used to the machine. But who's right? Trust yours truly to find out - I checked it with Mike Merren, Director of Development at Crawfish Interactive and the brainz behind loadsa top Game Boy gamez. If anyone should know, it's him. Here's what he said...

"The initial development systems were all GBA Wideboys [devices that plug into N64s] which meant you could only see things on a TV. This gave you very bright screens. However,

the vast majority of titles coming out now have been worked on with people seeing the Game Boy Advance screens first hand. Games that use bright primary colours look fine, but if you want to go for a moodier look, things become difficult without the backlighting. I'm sure more games will start to have contrast settings, but there are limits. I would say any company that brings out a very good light for the GBA is onto a winner."

So there ya have it. Most of the prob is down to developerz not having finished GBAs in their hands to test out the early gamez. The machinez were developed side by side with the launch titlez for obvious reasonz. Gamez in production



now, like *Crawfish's* own *Driver*, *Speedball 2* and *Ecks Vs Sever*, have the benefit of being tested on GBAs throughout production, so they suit the machine much better. If ya wanna see more of *Crawfish's* kewl trio of titlez, check out our exclusive interview with Mr Merren on the vid. In the meantime, be well...

Sakura

CARTOON CAPERS COME TO THE ADVANCE

Dexter's Laboratory and Powerpuff Girls for the GBA

CARTOON NETWORK

Two of the Cartoon Network's top stars are coming to the Game Boy Advance in games which have absolutely nothing to do with their GBC efforts. *Dexter's Laboratory* and *The Powerpuff Girls* arrive on 16th November, and play nothing like Ubi Soft's Color interpretation of the classic cartoons. In the case of *The Powerpuff Girls*, it's a good job too.

Instead of three dreary collect-'em-ups, the Advance game sees the girls team up in a dynamic shooter. Flying in formation, you switch between them at will to make use of their individual talents and gather power-up-providing pills as you go. *Dexter's Laboratory* is a pseudo-3D arcade adventure in which the ginger-haired boffin trying to get his lab back in order after his sister Dee Dee accidentally cloned herself - several hundred

times! Unlike the GBC version, it's definitely not an *Elevator Action* clone!



ROBOT WARS ADVANCE

Sparks fly as the metal monsters do battle once more...

BBC Multimedia is to take *Robot Wars* to the Game Boy Advance. The new game makes several, erm, advances on the GBC game released last year, which is just as well - it was awful.

Look out for house robots, metallic gladiators based on fan favourites from the series and several mean arenas. Players can also build their own bots, and several link modes are catered for. *Robot Wars* has the potential to make a blistering game,

but the Color version was about as fearsome as Metal Mickey. Let's hope the Advance game can pack in the action...



DOOM

ADVANCE PREVIEW

The one we've all been waiting for...



At last! It's taken a while, but at long last we've got some *Doom* screens to show you. And here they are... As you can see, the invading demon army look great, and every bit as good as the PC original. In fact, they seem near-indistinguishable from the PC originals. The environments look good too. The Advance's first-ever first-person blaster, *BackTrack*, offers lovely textures throughout, but uses a fog effect at long distances. The dynamic *Ecks Vs Sever* drops the textures on the floor and ceiling, but has more complex scenery and no fogging. *Doom* seems to offer the best of both worlds. We haven't seen it move yet, though – let's hope this isn't at the expense of speed or animations. Having already appeared on the SNES, *Doom* on the GBA might seem like an easy job.

Not so. The SNES game used Nintendo's Super FX chip, a number cruncher that helped enormously when programming in 3D, and there ain't room for one in an



Advance cart. However, the Advance is more powerful than the SNES, so *Doom* on the GBA might just pull it off. Alas, there's still no release date, but our guess is Christmas.

TEKKEN

ADVANCE PREVIEW

Fighting its way onto the Advance...



Details are sketchy, but Namco is definitely bringing its world-famous *Tekken* series to the Advance. According to unconfirmed reports, the Advance outing will be a 2D conversion of *Tekken 3*, but the camera moves around and zooms in and out like it did in the woeful *Ready 2 Rumble*

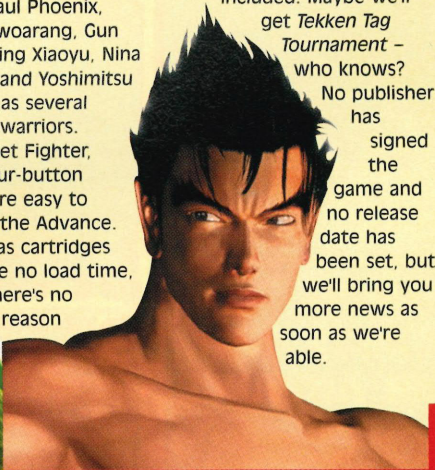


it worry you – there's no reason why it shouldn't work if done well. The final character roster has yet to be announced, but will include Jin Kazama, Paul Phoenix, Forest Law, Hwoarang, Gun Jack, King, Ling Xiaoyu, Nina

Williams, and Yoshimitsu as well as several hidden warriors. Unlike *Street Fighter*, *Tekken*'s four-button combos are easy to port to the Advance. Also, as cartridges have no load time, there's no reason

why the tag aspect of the arcade game shouldn't be included. Maybe we'll get *Tekken Tag Tournament* – who knows? No publisher has signed the game and no release date has been set, but we'll bring you more news as soon as we're able.

Boxing:
Round 2.
Don't let



FAAAALL IN!

Time for Sakura to muster the troops once more. The Game Boy Advance is cool playing alone, but even more fun when battling it out with your buddies. This month we ask which classic games the team would like to see converted to the Advance for some serious four-player action?



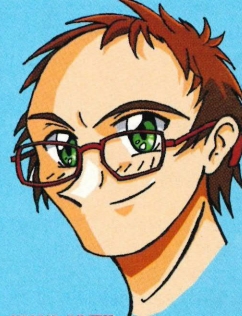
IAN OSBORNE
Remember the trap-laying Speccy classic *Spy Vs Spy*? Remember how you flattened your foe by laying tripwires, time bombs and the like? Now imagine a four-player Advance version. Free-for-alls, team battles, handicap matches – the possibilities are endless!



JAMIE WILKS
Being a big *Street Fighter* fan, I'd have to say *X-Men vs Street Fighter*. The arcade version is a tag team fight with some crazy moves! It'd be cool to get a few friends together and beat the hell out of them! Hado-Ken!



JOHN HAGGERTY
I think it would be good to see *FIFA* or one of the other football games ported over. Having a four player against or with your mates would be a cracking laugh. Ganging up to beat the Mancs would be excellent!



SIMON DREW
How's about something like *Mario Tennis*? Four-player doubles could be a bit of a hoot. As long as you ain't playing some Croatian with a serve faster than Ian when he smells a freebie, that is...



OLIVER LAN
How about a version of that old hack and spell classic, *Gauntlet*? We'd have spanking new GBA graphics of course, and if you updated the gameplay with a few RPG bits and bobs you'd have a winner for sure. Bagsie playing the Valkyrie!

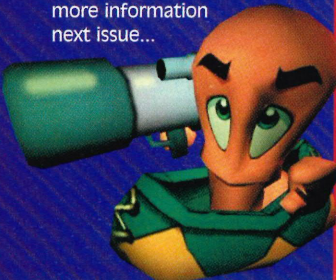
NEW CHEATS WEB SITE

Reader Sam Barker of Lichfield, Staffordshire, has set up a web site for the Game Boy Advance. The site, which deals purely with cheats, covers every launch game and a few more besides. It's pretty cool too. It's clear, well laid out and above all, there are no fancy backgrounds or irritating animations to load before you get to read the page. It's just simple, straightforward cheats and that's all it needs to be. If Sam keeps it up to date, it could prove invaluable to Advance gamers. If you want to check it out, go to <http://www.expage.com/gamebachests>. If you haven't got access to the web at home, try your local cybercafé.



WORMS BLASTS ONTO THE ADVANCE

Team 17's cool *Worms* saga is coming to the Advance courtesy of Ubi Soft. Appearing on a brace of machines, including the Advance, *Worms Blast* is the first game to take the wiggly rascals into 3D. They fight in real-time too, so there's no waiting around for each player to take his turn. *Worms Blast* is expected late this year, though we haven't seen any screens, let alone played it. Will the Advance version be in glorious 3D, or will we get a 2D 'interpretation' of the other machines' games? Will *Worms* benefit from that extra dimension, or, like *Bombberman* before it, is the saga better suited to 2D? Only time will tell. Stay tuned for more information next issue...



CRASH BANDICOOT ADVANCE

ADVANCE PREVIEW

Guess who's crashing onto the Advance?

There's a new hero heading our way, and he's a cunningly cool critter! Crash

Bandicoot makes his handheld debut courtesy of Vicarious Visions, the team that put together the incredible *Tony Hawk's 2* for the GBA. The heart of the game is based on the PlayStation



titles, though whether the new opus is a conversion or a whole new game has yet to be decided. A great new 3D engine has been developed especially for *Crash Bandicoot Advance*, so whether he's being chased by a Yeti in an ice cavern, piloting a rocket in the clouds or scuba diving through dangerous underwater worlds, the action will be every bit as intense as the PSX epics. *Crash Advance* contains 20 levels, featuring six unique locations. The on-screen action ranges from side-

scrolling to 3D chase levels and aerial combat sequences. Crash can even pilot an underwater Drill-Sub and fly with the help of a vulture! He'll need all his ace special moves, like Run, Jump, Spin, Slide and Body Slam, and he can develop his talents through pick-ups found in the game. We've only got a couple of screenshots to show you at the moment, but we'll definitely bring you more news as it's made. This is one to watch!

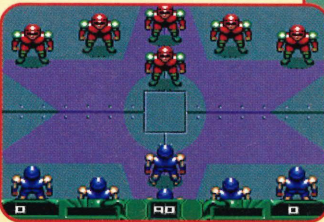
SPEEDBALL 2: BRUTAL DELUXE

ADVANCE PREVIEW

Ice cream, ice cream...

Sigh – the memories. *Speedball 2*, one of the finest games on the Amiga. The blood, the violence, the vendor shouting 'ice cream, ice cream' every time the action halted. Well now it's coming to the Advance courtesy of Crawford Interactive, and will be followed by a brace of Amiga games originally developed by the legendary Bitmap Brothers programming team. For those who don't know, speedball is a future sport which mixes rugby, football and no-holds-barred fighting. It's VERY violent; as the action heats up, players can lose limbs or even die. The GBA game is based on the 1990 Amiga title, but will be significantly enhanced to

take full advantage of the Advance's multiplayer capabilities. There's a four-player link-up option among other extra modes, and the management section will be polished too. Crawford also plan to convert other Bitmap Brothers games the Advance, including *Xenon II*, *Cadaver*, *Gods*, *Magic Pockets* and *The Chaos Engine*. We can hardly wait...



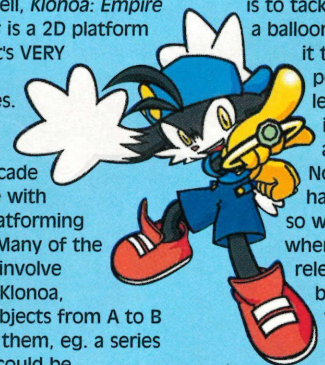
KLONOA: EMPIRE OF DREAMS

ADVANCE PREVIEW

..but will it come out over here?

Remember this dude on the PlayStation? Well now he's coming to the Advance, and he's looking good. In a nutshell, *Klonoa: Empire of Dreams* is a 2D platform game that's VERY heavy on the puzzles. Or if you prefer, a sizzling arcade adventure with a HUGE platforming element. Many of the problems involve your guy, Klonoa, carrying objects from A to B and using them, eg. a series of blocks could be

moved in front of a high ledge and built into a 'staircase' to allow access. Another way to jump higher is to tackle your foe with a balloon attack, causing it to swell and pop. As it floats, leap on it and use its bloated body as a platform. No UK publisher has been signed so we can't say when it will be released, but we'd be surprised if it wasn't out for Christmas.



KIRIKOU

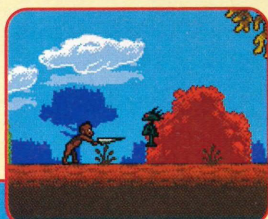
Out of Africa?

COLOR PREVIEW

Karaba the Sorceress has cast an evil spell on Kirikou's African village: all the men have mysteriously disappeared. From the moment he was born, Kirikou dreams only of freeing his village from her wicked grasp and revealing the secret of her evil. Will Kirikou uncover the dark secret kept by Karaba the Sorceress? Will he be able to free her from the powerful evil spell that makes her so demonic?

Kirikou is an obstacle course of minions, rocks, stones, traps and animals providing a wide range of original and diverse ambushes for the player to face. The game's

levels are based on very different 'settings', such as swamps, forests, marshland, waterlogged caves, underground caverns and night scenes. Kirikou will test your speed, agility and cunning this November. There's nine action-packed levels, three bonus levels and three evil bosses, each more dangerous than the previous. Only with your help can Kirikou succeed in his quest.



SUPER MARIO ADVANCE 2

Mario returns in another SNES conversion...

ADVANCE PREVIEW

Mario's to make an early return to the GBA in the game many thought should've been made instead of *Super Mario Advance*. *Super Mario Advance 2* is to be a remake of the portly plumber's first Super Nintendo outing, *Super Mario World*.

We have very few details about the game, and nothing on whether it will be enhanced in any way, but check out next issue for an update. These shots are from the SNES version.



COMPETITION

Lara Gets Loaded!



She's a woman of mystery. We know about her brilliant videogames and her unfeasible measurements, but how does she relax when not robbing tombs? Who are the models that impersonate her at videogames shows? And who put those faked topless shots on the internet? All (well, almost all) is revealed in the new video documentary, *Lara Croft: Lethal and Loaded*. Through revealing interviews with Toby Garr, the creator of Lara and Tomb Raider, as well as many of the Core Design Team, we see how the quintessential English girl with the dangerous attitude and dynamic curves was created and re-created to satisfy her ever-increasing fan base. *Lara Croft: Lethal & Loaded* is out now and costs £10.99, but we've got 15 copies to give away. To stand a chance of bagging one, just answer this simple question:

Q Which series of games made Lara Croft famous?

A FIFA Soccer **B** Doom **C** Tomb Raider

When you think you know the answer, leave your name and address on our competition hotline on:

09064 701722

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only, and lines close at midnight on 10th October 2001. The editor's decision is final and no correspondence will be entered into.

LET THERE BE LIGHT?

It may only be a rumour, it may well be true, but Nintendo is said to be redesigning the screen for the Game Boy Advance, making it less dark. The LCD screens on the GBAs already on the shelves are made by Sharp. Nintendo has allegedly approached another manufacturer, Matsushita, to make them too. Initially, Matsushita will supply only 5% of the screens used in the Advance, but will invest in new production lines to beef up the amount they can produce. No one will comment on whether the Matsushita screens will be brighter, but that's the rumour...

Here at GBA, we don't believe a word of it. To redesign the screen so early in the Advance's life would be disastrous, irritating gamers and confusing developers, who would have to program for two types of screen. Insiders reckon Matsushita offers a significantly cheaper product, so the big 'N' is just saving money.



FASCINATING FACTS

Here are a few of the more interesting statistics to emerge from the GBA launch:

- In the first six weeks after its launch, the Advance sold over one million units, making it the fastest-selling console in gaming history.
- In the USA, the Advance has sold at rate of 20 units per minute ever since it hit the shelves.
- In June, the GBA outsold all other consoles put together.

IT'S MARIO IN THE LEAD...

The king of the kart games explodes onto the GBA, and we've bagged three of them to give away! That's right – if you're licking your lips in anticipation of this award-winning mega-hit (and if not, get over to Page 14 and check out our rave review), you'll be thrilled to know you can enter our great competition and maybe get it for free! And what do you have to do to win a copy of this killer kart opus? Just answer this simple question:

Q: Who's Mario's brother, also starring in Mario Kart Super Circuit?

A: Kooper **B:** Fred **C:** Luigi

When you think you know the answer, leave your name and address on our competition hotline on:

09064 774484

Terms and Conditions: Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only, and lines close at midnight on 10th October 2001. The editor's decision is final and no correspondence will be entered into.



THUNDERBIRDS INTERNATIONAL RESCUE

ADVANCE PREVIEW

The Tracy boys touch down on the Game Boy Advance

"Seven games in one cartridge" screams the press release. We think they're being a bit optimistic there – seven missions or worlds, perhaps, but not seven full games. Still, if those worlds are good enough and the 30 levels challenging enough, it could prove as versatile as Thunderbird Two's storage pod. With replica Thunderbirds craft and a team of International Rescue look-a-likes, The Hood is attempting to deceive the world and turn everyone against International Rescue! The situation is desperate, time is scarce and there's only one way to unveil The Hood's plot – a new International Rescue agent is required! Perhaps they could recruit Captain Scarlet or

Joe 90...

You take charge of the Thunderbirds craft and join Lady Penelope, Parker, Brains and the Tracy family in their quest to thwart evil. Solve the mysteries and complete the perilous rescue missions the Hood is trying to sabotage.

The plot seems very different to the Game Boy Color game, which looked good but failed to capture the atmosphere of the show. However, the screenshots imply it's the same game with a graphical makeover. Let's hope it's the former.

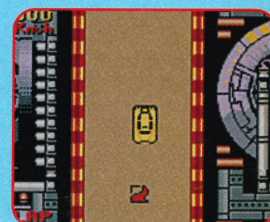


NY RACE

New York, New York, it's a wonderful town...

COLOR PREVIEW

Remember the taxi race in the blockbuster film, *The Fifth Element*? Well this November, Game Boy Color owners can race it themselves. Set in the sprawling skyscrapers of New York in 2215, you take the wheel of Korben Dallas's taxi as he races at over 500mph through the cyberpunk city. Judging by the screenshots, we're in for some serious top-down racing action. The cars are suitably colourful and futuristic, and the tracks do a fair job of recreating the shattered city from *The Fifth Element*. If the artificial intelligence and running speed are up to the job, it could be a cool runner. *Star Wars Episode 1: Racer* used a

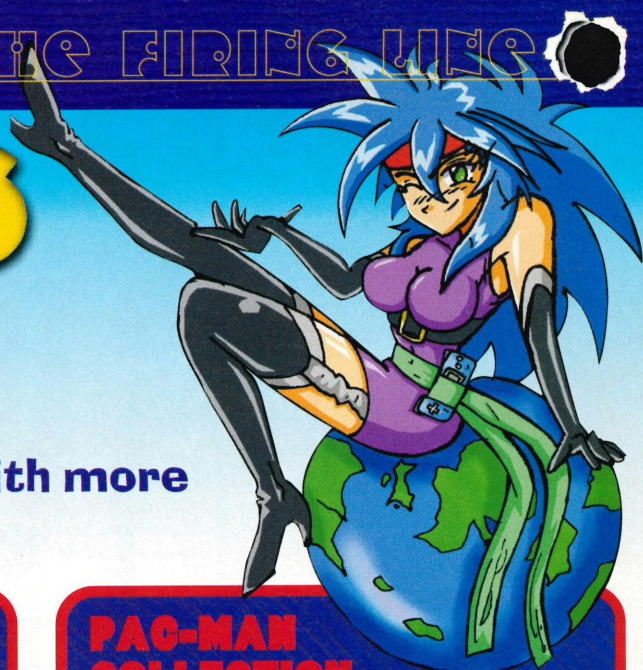


similar overhead sci-fi race theme and it rocked. Let's hope *NY Race* does the same.

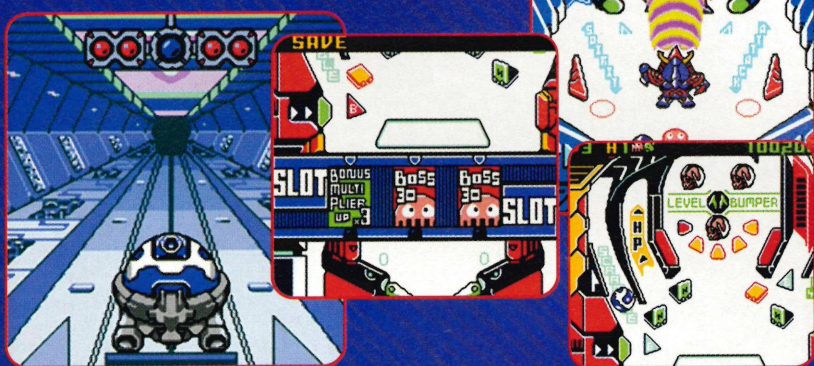


OVERSEAS
NEWS

The babe with the bullets is back, with more hot games from around the world!



SUPER ROBOT PINBALL

PAC-MAN
COLLECTION

Jeepers! How time flies. It's already time trawl through the import shelvz and separate the kewl cartz from the ghastly gamez. I got some top titlez from Japan and the States to show ya, so let's check 'em out...

Namco's **Pac-Man Collection** for the GBA is kinda neat. Tracin' the career of videogamez' most unlikely hero is a kewl idea. Much better than slappin' a fistful of tired old gamez onto a compilation cart like they did with *Namco Museum* (covered last ish). Here we have the original *Pac-Man*, offered in full-screen and scrollin' modez (and boy, it's still hard to

turn corners), a couple o' pseudo-3D effortz in *Pac-Man Arrangement* and *Pac-Mania*, and even a Tetris clone, *Pac-Attack*. Place the fallin' brickz, and let Pac-Man munch the ghosts. Does it work? Yeppers! **Pac-Man Collection** is kinda fun, but still a little limited. If they'd thrown in *Ms Pac-Man* and that old platformer, *Pac-Man Land*, the collection would be a lil more complete.

I'm afraid I can't recommend **Mahjong Detective** unless ya speak Japanese, and stay right away from it if ya can't already play Mahjong. If ya can't understand the menuz, it takes ages to get into a game, and the detective plot washes over ya. It plays a mean game of Mahjong

when ya get there, though flickin' through unreadable story pagez takes patience.

Tintin's Back!

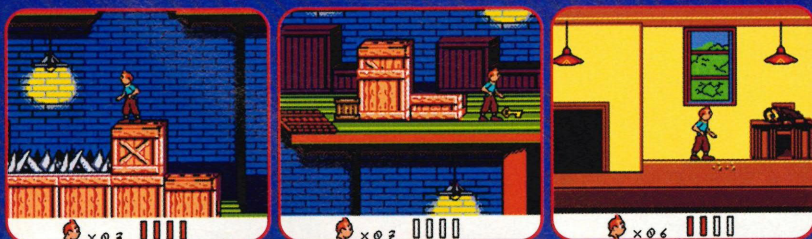
It's not often we get a French game on this page. Most games from over the channel are also released in Blighty, but **Tintin Le Temple du Soleil** wasn't! Maybe they didn't think ol' Tintin was big enough here. The game's pretty good, and offers ya the chance to play in English so there's no language trubs. It's pretty kewl too, a neat arcade adventure-cum-platformer with lots of explorin' to do. Our last game this month is **Super Robot Pinball**, a sizzlin' sim that's packed with featurez. The ball physics are sound, the tables well laid

out and jeepers! By knockin' down the right targets you open tunnels to higher tablez, eventually battlin' your way through to a boss robot. It's a doozy to pick up, even if ya can't read Jap, and the gameplay has ya comin'

back for more! That's all for this ish. Next month I'll be battlin' my way through another brace of import gamez, so stay tuned.

Sakura

TINTIN LE TEMPLE DU SOLEIL



MAH-JONG DETECTIVE



That's Original!



Sick of endless SNES ports? Check out these trailblazing originals heading our way soon...

Hiya dudez! Promised ya I'd take a trip round Advanceville and check out the totally rad original gamez comin' to the Advance, gamez that have appeared nowhere else. Some might be exclusive to the good ol' GBA, others might be comin' to other machinez at the same time, but **NONE** are ageing hand-me-downs ported from old consolez.

As ya know, I don't mind ports myself, but if a console's gonna make it big, it has to have original gamez too. Judgin' by this lil lot, the Advance is gonna be **HUGE!**

Sakura

NAME: Wario Land 4 WHO: Nintendo RELEASE DATE: 16th November, 2001

What's it all about?

Awww c'mon – you know what Wario's about. He's Mario's bad-guy alter-ego, and stars in his own series of platformers, all of which have been exclusive to Game Boy systems. "This is his biggest adventure yet", said Nintendo Europe's Julia Roether. "Step up to new challenges as Wario, no longer immortal, fights to survive the traps and hazards inside the legendary Golden Pyramid."

And it's original?

Yep! Wario's back in all his punching, rolling and bouncing glory. The game's 20 sprawling stages offer a never-before-seen adventure; like the first three *Wario* games, this one's specific to the handheld. We've yet to see this one in playable form, but every other *Wario* game has perfectly captured the atmosphere of Mario's world, with Wario's unique skills putting a whole new perspective on the platforming action. They benefited from being designed for the small screen too. If this one hits the spot, it could set the standards for Advance platformers.



NAME: Donkey Kong Coconut Crackers WHO: Nintendo RELEASE DATE: 7th December 2001

What's it all about?

"Go ape with the return of everyone's favourite primate in his very first puzzle game", says Nintendo's Julia Roether. Now we've got that lame joke out of the way, let's say something useful. "You take control of Donkey Kong's coconuts as he drops them onto the game board, where they break open and fill the squares with coloured paint. Create rectangles and squares with paint of the same colour to score points." Sounds great, but never eat a Bounty bar that came from Donkey Kong country...

And it's original?

"It's developed exclusively for Game Boy Advance by Rare", she continues. "You get to monkey around with a whole barrel-full of playing modes, including an adventure across Kong Island, head-to-head battles with boss Kremings and a series of testing challenges set by the ever grouchy Cranky Kong." Puzzle games rarely push new technology to its limits, but if the gameplay's there, who cares? Last issue's *Denki Blocks!* shows just how good a brand-new, Game Boy-only puzzler can be, and hopefully this will continue the trend.



NAME: **Gun Vehicle** WHO: **JVC** RELEASE DATE: **TBA**

What's it all about?

Gun Vehicle is set to be the ultimate in car combat. In true Mad Max style, you drive your mean motor machine with one aim in mind - to totally trash all opponents, by any means possible. "Its gameplay is a cross between *Pokémon* and *Robot Wars*", says JVC spokesman Kevin Smyth. "You buy extra parts for your cars to battle other cars, although at the moment I'm not sure where these battles occur. Arenas, platforms and roads seem likely."



And it's original?

Harvest Moon games". Well, no one could fault them for originality. *Gun Vehicle* sounds like a modern-day version of the old Speccy hit *Battle Cars*, but as it's not a port of anything, there's no reason why it shouldn't squeeze the most out of the machine. So does it? "We haven't even seen the game yet, or even any screenshots", said Smith. "As soon as we get more information, I'll let you know." And we'll let you guys know too...



NAME: **Ecks Vs Sever** WHO: **Bam Entertainment** RELEASE DATE: **November 2001**

What's it all about?

There's nothing like a good first-person shooter, but on the GBC, there were none. The machine just didn't have the power. The Advance is a whole new kettle of kippers, though - just ask Bam Entertainment's Development Director, Joe Booth. "Ecks and Sever are two US special agents, one trained by the NSA, one trained by the FBI. They're manipulated by a corrupt government official to fight it out to the death in this high-action, first-person blaster."

And it's original?

"The title takes advantage of the GBA's bitmap mode", said Joe. "The basic technique is based on *Doom*-style technology. However, the game's settings, weapons and game modes are more influenced by modern-day games such as *Counter Strike*. The multiplayer modes, such as Assassin, push the gameplay experience much further than the default Deathmatch (which is also there)." It was very brave of Bam to create a whole new game based on the Advance's technologies rather than snap up the licence to *Quake* or *Unreal Tournament*, and create a game that's nothing like them but sells on the name. Hats off...



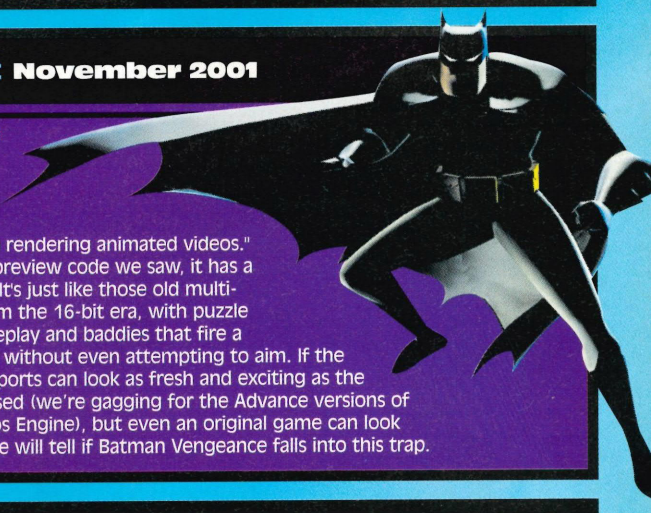
NAME: **Batman Vengeance** WHO: **Ubi Soft** RELEASE DATE: **November 2001**

What's it all about?

The Joker tumbles to a watery grave, but Batman discovers he faked his own death. He's out to torch Gotham and see Batman blamed. To stop him, you must battle through 16 maps and four bosses. Look out for side-scrolling platform levels, overhead racing and puzzle efforts and a blaster featuring the Batplane.

And it's original?

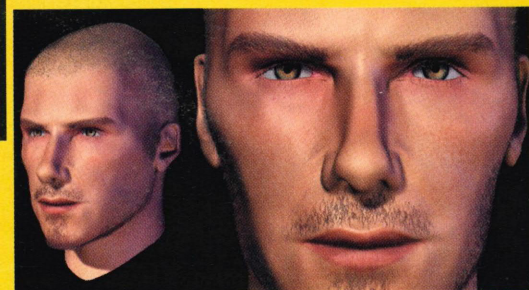
"This one only appears on the Advance", said Ubi Soft's Estelle Faulkner. "It has advanced graphics and enhanced audio, and also rendering animated videos." Maybe so, but from the preview code we saw, it has a very old-school attitude. It's just like those old multi-genre movie licences from the 16-bit era, with puzzle sub-games, generic gameplay and baddies that fire a bullet every few seconds without even attempting to aim. If the right games are chosen, ports can look as fresh and exciting as the day they were first released (we're gagging for the Advance versions of *Speedball II* and *The Chaos Engine*), but even an original game can look tired and dated. Only time will tell if *Batman Vengeance* falls into this trap.



NAME: **David Beckham Soccer** WHO: **Rage** RELEASE DATE: **November 2001**

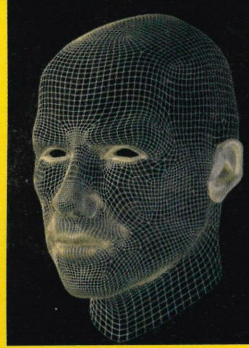
What's it all about?

It's a soccer game. With David Beckham on the box. 'Nuff said.



And it's original?

According to Rage's Simon Donbavand, "The game's coming out on several formats, but the Advance version is put together by a separate programming team". That's great news - a dedicated handheld crew can make the most of the Advance's strengths instead of shadowing another format's version of the game. "Where possible, *David Beckham Soccer* will take full advantage of the power of the GBA in terms of gameplay, presentation and sound", he continued. "For example, we use 3D rendered sprites for the players." A football game is hardly the most original concept, but a soccer cart dedicated to the GBA instead of aping the features of another console's version is always welcome. Let's just hope it puts in an England-captaining performance and doesn't get sent off for kicking...



NAME: **Jurassic Park III: Park Builder** WHO: **Konami** RELEASE DATE: **Autumn 2001**

What's it all about? Remember *Theme Park* on the 16-bit machines? Well, the GBA's getting its own management sim. *Jurassic Park III: Park Builder* allows you to create a miniature version of the dinosaur theme park, complete with restaurants, shops and attractions. Search the world for DNA samples and use them to create over 100 dinosaurs to display in your park, but be careful that they don't become sick or escape!

And it's original!

The concept certainly isn't, but the game appears nowhere other than on the Advance. But is it merely *Theme Park* with dinosaurs? Not according to Konami's Emily Britt. "Not only do you build your park and run it", she said, "but you also have to hatch and bring up dinosaurs. This part of the game is a bit like *Tamagotchi*, and finding all the dinosaurs offers elements of *Pokémon*". So the Advance's first ever management game (if we ignore the Japan-only *I Am an Air Traffic Controller*) blends several popular game themes into a strategic simulation designed especially for the handheld. Cool!



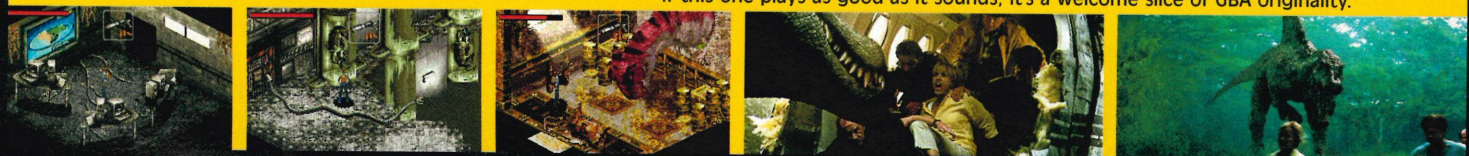
NAME: **Jurassic Park III: Primal Fear** WHO: **Konami** RELEASE DATE: **November 2001**

What's it all about? *Jurassic Park III: Primal Fear* sees you lost on an island inhabited by fierce dinosaurs. Explore the island, find equipment and weapons and search for the rescue helicopter. The game features 360-degree movement through huge 3D rendered environments, several species of dangerous dinosaurs and dozens of items to bait and trap them.

And it's original!

You betcha! It hits the PS2 at the same time as the Advance, but they're developed by different teams – ours isn't a lazy cut-down. This is just as well. Trying to squeeze the large-screen action onto a handheld would make you go cross-eyed through squinting at the tiny characters. There's more to the game than killing monsters too. Instead you have to bait traps and 'encourage' them to take detours rather than just blowing their heads off.

"There are very few third-person 3D games in preparation for the Game Boy Advance", said Konami's Emily Britt. True enough, and even fewer stealth-type games. If this one plays as good as it sounds, it's a welcome slice of GBA originality.



NAME: **Gradius Galaxies** WHO: **Konami** RELEASE DATE: **November 2001**

What's it all about? It's *Gradius*. One of the greatest shoot-'em-up sagas ever blasts its way onto the Advance in an all-new game. Power-ups, end-of-level baddies, waves of enemies – you get the picture. The new game picks up where 1999's *Gradius IV* left off, bringing the all-action series to home gamers once more.

And it's original!

It certainly is! The game and content are completely original. According to Product Manager Chris Heck, "The gameplay is much more refined than in *Gradius IV*, because the level of difficulty has been adjusted properly this time. For example, 'Easy' means players can play through all levels and bosses and still face a challenge, which was impossible with *Gradius IV*, which basically totally ruined the whole game". So as well as being a completely new game, it's also getting a gameplay make-over. Cool!



NAME: **Lady Sia** WHO: **TDK** RELEASE DATE: **Winter 2001**

What's it all about? TDK's Advance debut is an all-new side-scrolling platformer, developed solely for the Advance. You are Lady Sia, a young and courageous warrior princess of the Shapeshifters. You must fight to save your beloved homeland from the cruel and heartless beastmen, the T'soas. Look out for full-screen magical effects, dozens of secret passages and head-on combat with 21 types of enemy.

And it's original!

Sure is – no lazy SNES port here. Heiko tom Felde of TDK Europe said, "Lady Sia was created uniquely with the advanced capabilities of Game Boy Advance in mind, and demonstrates clearly the technological strengths of this platform". He added, "The graphics and animation are stunning and incredibly captivating, thanks to the creative expertise of the development team at RFX Interactive". Because it's developed specifically for the Advance, it should offer graphical effects not possible on the SNES, and therefore not present in ports from said machine. It should also avoid the awkwardness that often curses games designed for the larger screen too...



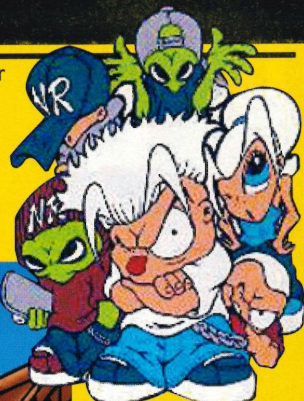
NAME: **No Rules: Get Phat** WHO: **TDK** RELEASE DATE: **November 2001**

What's it all about?

One Eye Jack, a bad-assed little skate fiend and leader of the No Rules posse, must stop an alien invasion of his local hangouts. To achieve his goal, he must board like a pro, be a dead-eye shot with his slingshot and alien slime gun, and grind the rails of social irresponsibility – all in the name of preserving his lifestyle.

And it's original?

There have been skateboarding games before, but never like this. Not only is *No Rules* unique to the Advance, it also takes a fresh approach to the genre, combining cartoon-style graphics with shoot-'em-up elements. According to TDK's Heiko tom Felde, "*No Rules: Get Phat* is an alien-battling, skateboarding, slime-shooting game with punk attitude. Its original gameplay will delight all gamers looking for a challenge". Sounds rad...



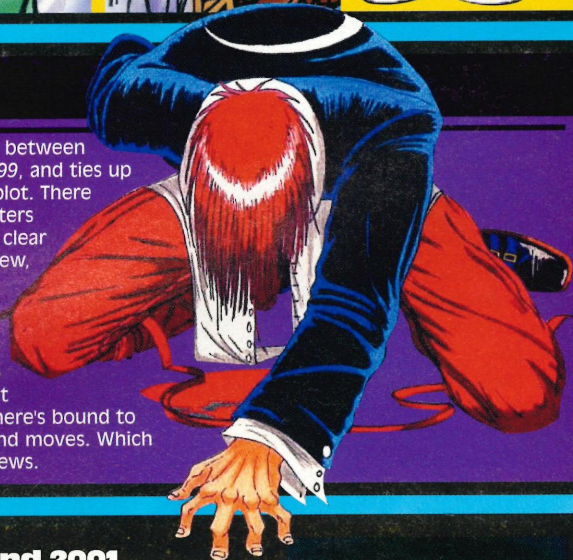
NAME: **King of Fighters** WHO: **SNK** RELEASE DATE: **TBA**

What's it all about?

It's a 2D fighter from the team that made the genre their own – SNK! Boasting a huge cult following in Japan, the *King of Fighters* series has appeared on just about every console format ever, and even made a couple of handheld appearances, on the Game Boy and NeoGeo Pocket.

And it's original?

The Advance game is set between *King of Fighters '97* and *'99*, and ties up a few loose ends in the plot. There are more than 20 characters available, though it's not clear whether any will be all-new, never-before-seen warriors. The graphics styles and voice samples are based on the coin-op versions of the game, but given the all-new plot, there's bound to be some fresh scenery and moves. Which for our money is great news.



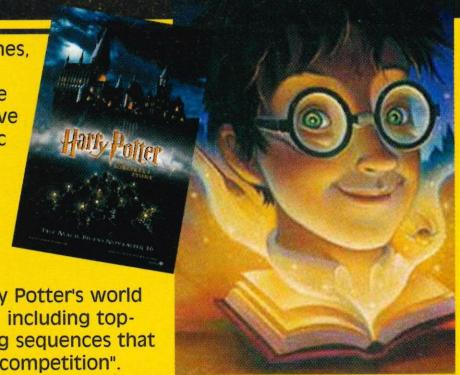
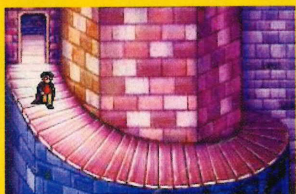
NAME: **Harry Potter** WHO: **Electronic Arts** RELEASE DATE: **End 2001**

What's it all about?

As Harry Potter, you must hone your magical skills and advance through three terms of study during Harry's first year at Hogwarts School of Witchcraft and Wizardry. Each term challenges players to meet a number of objectives, such as collecting and mixing potions with Professor Snape or piloting a flying broom through the Forbidden Forest in search of Neville Longbottom's Remembrall. To pass the first year of study, you must complete over 29 different objectives.

And it's original?

This one's coming out on four machines, including the GBC and the GBA. Thankfully, the Game Boy versions are designed especially for their respective handhelds. According to an Electronic Arts spokesperson, "The Game Boy Advance version takes advantage of the enhanced portable console to provide action-driven puzzles and mini-games that promise to capture the daring and adventurous spirit of Harry Potter. Players experience Harry Potter's world through an isometric 2D perspective, including top-down Quidditch and broomstick flying sequences that deliver the speed and excitement of competition".



See – told ya the Game Boy Advance was more than a retirement home for old gamez. By Chrstmas, the GBA shelvez will be burstin' with sizzlin' new gamez as well as re-released classics, and next year's gonna be even better! Just watch out for the occasional dud!

Sakura



Pay attention! The opposition don't take kindly to you taking the lead, and will frequently fire their power-ups in your direction. If you're watching carefully though, you may be able to activate some evasive action...



DAMAGE: £34.99
ON SALE: 14TH SEPTEMBER
WHO: NINTENDO
TYPE: DRIVING GAME
NO OF PLAYERS: 1-4
SAVE SYSTEM: ... BATTERY BACK-UP

MARIO KART SUPER

Simon welcomes Mario back for the second time on the GBA. And on this evidence, he's welcome round our place any time he likes (Mario, not Simon)...

The Gang's All Here

As you'd expect in a Mario game, all the usual suspects have come out to play. Thus, when you jump into your kart and start racing, you can play as characters such as Luigi, Peach, Toad or the main man himself.



Go too far into the water in a normal kart and you sink...

The way fads come and go, there's no way we should still be worshipping a middle-aged, fat Italian plumber. Yet over 20 years since he made his videogaming debut in Donkey Kong, two major killer app titles for the Game Boy Advance both feature

the moustachioed one. Super Mario Advance you should know about. But let's now introduce you to *Mario Kart Super Circuit*, which is simply mind-blowing entertainment. The concept is the same as it's always been. Mario and his chums, for whatever reason, decided to have a series of races to win the various trophies on offer in the game. Winning a race, yet alone a championship, isn't just a case of putting your foot down and making sure you take the corners well. Oh no. There's much more to it than that.

The Art of Kart

In *Mario Kart Super Circuit*, the winner has usually cut corners, hopped over obstacles, used power-ups and as much sneaked their way to the front as won through fast racing. Sure,



Play it With Friends



No questions asked; *Mario Kart Super Circuit* really comes into its own in multiplayer mode. For whilst the single-player challenge is excellent in its own right, nothing – repeat, nothing – comes close to the sheer satisfaction of blasting your best mate out of the way on the last corner and zooming past him to take first place. Ahem. Suffice to say, get your link cables out and be prepared to waste a lot of hours. And – get this – you won't need a cartridge each to play multiplayer. Cool, eh?



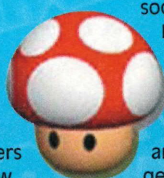


When using unguided missiles, it's easier if you let them fly on the straights.



CIRCUIT

you're still going to need to keep your foot near the pedal, but this is a game that rewards the all-rounder. Take those power-ups, for instance. Some help you attack the rest of the field, others protect you and a few even hinder you. However, once you've picked one up, it's a case of holding it in your armoury until you're ready to use it (or you pick something else up in its place), and it's chocks away. And believe us when we give you this one crucial hint. The player who uses power-ups intelligently has

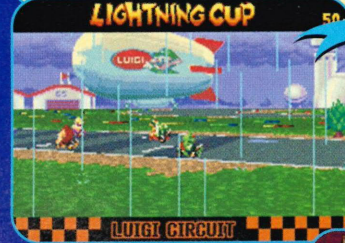
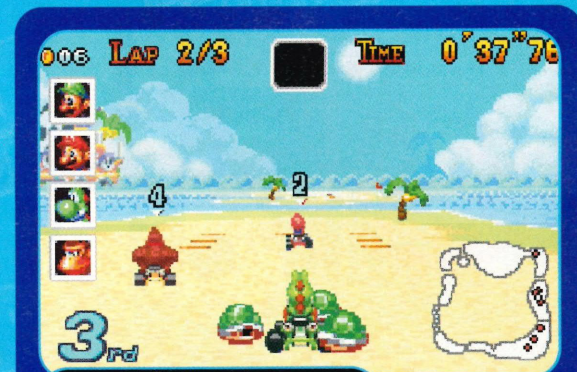
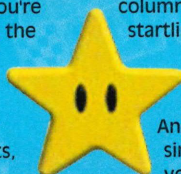


an enormous advantage. Don't just fire them off as soon as you get them. Note too that the computer-controlled opposition are just as likely to fire their power-ups at you, and invariably you only get a split second to get out of the way. Each course has (and we ain't kidding) been expertly designed. Whether you're racing on sand, road, the odd bit of water (if you take the same, er, wrong turns we did), taking jumps or hunting for short-cuts, the designers have

pretty-much got the balance right between tight turns, hidden secrets and the chance to get your speed up. Certainly when it gets tight and there are several karts in close proximity battling it out, the game really hits top gear.

Earache

Gushing aside, let's take a quick look at the negatives column. The sound isn't startling, and is one of the areas that hasn't really benefited from an update. And then there's the similarity to the SNES version, which is



Be prepared to race in all weather conditions, which affects the way your vehicle handles.

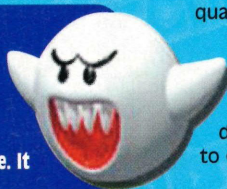


undoubtedly the blueprint for the GBA game. However, graphically the GBA version has the edge, and arguably the whole game hangs together even better than the excellent Nintendo 64 version. Which leaves us at our last point. And that's that if you truly value the likes of high-quality gameplay, completely fair learning curves, compulsively addictive action and a challenging, expertly-designed game, it's time to get saving. At the time

of going to press, *Mario Kart Super Circuit* (we preferred the name *Mario Kart Advance* ourselves) is set to launch on 14th September. And if any GBA owner doesn't go out and buy it, they're either skint, unable to get to the shops or daft. This is breathtaking entertainment, and it deserves to be rewarded. **Simon Brew**

The Learning Curve

Many games make the mistake of either chucking you in at the deep-end or molly-coddling you for too long. But the learning curve in *Mario Kart Super Circuit* is sublime. It doesn't make the game patronisingly easy, nor does it have you beaten unfairly. Sure, you're going to find the game tough, but whenever you lose, it's always you that's to blame, not some quirk of the game. If that makes you feel any better...



Hitting obstacles slows you down and severely dents your chances of winning.



Xtreme Rating

Uppers

- + Compulsively playable.
- + Compulsively addictive.
- + Best GBA multiplayer game?

Downers

- The sound isn't perfect...
- err... can I go now?

Summary

A very, very welcome return for the best karting game of all. Sakura herself urges you to buy it.



93%



If enemies are behind you, try a reverse jump attack. Jump, pause for a moment, then hold Back and press Attack. With any luck you fly backwards in bizarre fashion and knock them out.



DAMAGE:£34.99
ON SALE:OCTOBER 2001
WHO:CAPCOM/UBI SOFT
TYPE:BEAT-'EM-UP
NO. OF PLAYERS:1-2
SAVE SYSTEM:BATTERY BACK-UP

FINAL FIGHT ONE

Oli played *Final Fight* in his formative years, and now he's a bit of a hooligan. What effect will it have on him now, we wonder?



Well, it's here, it's now, and it's a clever little beast – the GBA has

arrived. The question now is what games can show off its power, and already a debate is raging about the number of SNES conversions among the first releases. Are they deserving classics, or cheapo cash-ins?

Well, some of the SNES games do have that classic gameplay, and are worthy of going to GBA. Having a handheld *Mario Kart* or *F-Zero* is just cool anyway, and both games featured all-new tracks. But with *Final Fight One*, they've taken it a bit too far. Although *Final Fight* is perhaps best known as SNES



Remember These Guys?

One of *Final Fight*'s killer features was the introduction of three playable characters – including Haggar, the definitive beefcake fighter who excels in throwing people around and smashing them over the head with a piece of piping. I'm sure he's the sensitive type at heart, though.

PLAYER SELECT



game, any gaming veterans among you know it was originally an arcade coin-op released way back in 1989. Yes, that's 12 years ago, and the thing is, this is a faithful conversion. All the power of your spanking new über-handheld is devoted to recreating a game from an era when they'd barely invented animation and thought that moving from left to right constantly was advanced gameplay.

Fight Game

Now that said, it can't be denied that in its day *Final Fight* was a good game. A great game in fact, with

Cody was rather shocked when the girl's head exploded.



Hey, that's police brutality!

three characters to play (see elsewhere on this page), massive sprites and relatively varied gameplay. The combos you could pull off and the weaponry you could pick up were what made the game, and at times it's all undeniably good fun, even in this new version. But let's face it – times have changed in 12 years. The aimlessly constant left-to-right progress seems ridiculous, and with just one attack button and couple of different moves, the gameplay seems simplistic at

the best of times. Occasionally it's fun, but it's also annoying and repetitive. This, coupled with the dodgy graphics and bloop-tastic sound, means you're unlikely to think you're putting your GBA to good use. For the determined *Final Fight* fan, of course this is great, and you can delight at being able to sink into the mists of nostalgia wherever you please, but if you're judging it as a GBA game, it just doesn't cut it. Oldie but not goldie, I'm afraid.

Oliver Lan

XTREME
RATING

Uppers

- + Faithful conversion.
- + Fun for a while.

Downers

- Looks ancient.
- It is ancient!
- Generally simplistic.

Summary

Final Fight was fun a few years ago, but it just can't cut it now. Come on guys, show us what the GBA can really do!



69%

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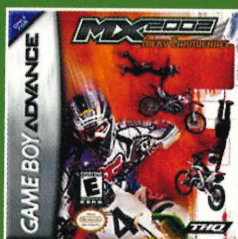
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SAKURA SAYZ - SORRY...

Hey guyz - We're so sorry. We just can't apologise enough for the subscription linez goin' down on Tuesday, 28th August and not coming back until Tuesday 4th September. Ysee, so many people called to take advantage of our ace subs offer, they got overloaded and blew! Took us an age to repair 'em. The problem's fixed now, so ya can still dial up and get six issues of GBX for the cost of the postage. Rest assured you weren't charged for callin' the line when it was down, and anyone that rang and left their names and addresses aren't affected.





DAMAGE: £34.99
ON SALE: OUT NOW!
WHO: THQ
TYPE: DRIVING GAME
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

MX 2002

Featuring Ricky Carmichael

Kick-start your engines as John dishes the dirt on *MX 2002*...

Motorbike motocross is a good sport to watch. It's got speed, noise, jumps and mud, and makes an ideal target for a GBA game. Initial impressions of *MX 2002* are good; it's fast, and the windy courses are a strong challenge. *MX 2002* gives you a selection of courses and modes of play. You can have single races or take part in a championship. There are different classes of bikes and a trick option where you get to pull various airborne stunts in a set amount of

time to dazzle the judges. Unfortunately, as you progress you begin to see where *MX 2002* falls down. Firstly, the graphics seem more like a NES game than a GBA title. The motorbikes are quite blocky, particularly when close up. The tracks all seem the same, with the only differences being changes in colour and limited backgrounds. Sometimes the dark colours can make the tracks difficult to see, and you can find yourself falling off.

Powerslide...

Falling off is a problem itself. If you are in first place, falling off can mean that the bike in second place knocks you off again just as you get back on. The same thing then

occurs as the back runners crash into you one by one, which means a slight mistake made in first place can lead to you being last and having to overtake without going through the same thing. The sound is also disappointing. I couldn't quite put a word to what the motorbike engines sound like

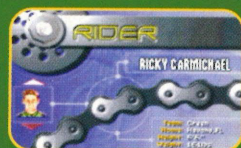
until I heard a neighbour working in the garden; strimmers. Anyone listening in on this game would be forgiven in thinking that you were playing *Lawn Master 2002*!

MX 2002 could have been a great game but it's let down by poor design. All the basics for a good game are there. It just doesn't quite pull it off.

John Hagerty

The Winding Road

The tracks consist of winding turns and vertigo-inducing jumps. Cornering is performed in true motocross style by sliding the back wheel out. Getting airborne gives you the chance to pull stunts.



Air travel is always best when accompanied by a friend.



Two riders who've yet to master cornering.



**XTREME
RATING**

Uppers
+ Decent gameplay.

Downers
- Fall off too easily.
- Graphics poor for GBA.
- Sound disappointing.

Summary

MX 2002 could've been great, but some poor design flaws let it down.



63%

GAME BOY GAMES THAT ARE OUT OF THIS WORLD!

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PAINTER

ARCADE PUZZLE GAME



**88%
GBX
Magazine**



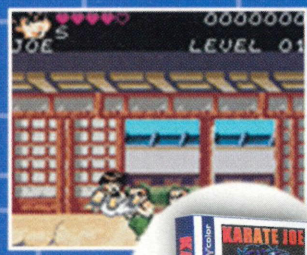
**SPACE
invasion**

ARCADE SHOOT 'EM UP



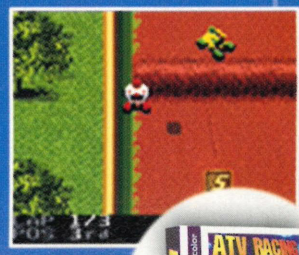
KARATE JOE

ARCADE BEAT 'EM UP



ATV RACING

ALL TERRAIN VEHICLE RACING



DOUBLE PACKS: £19.99

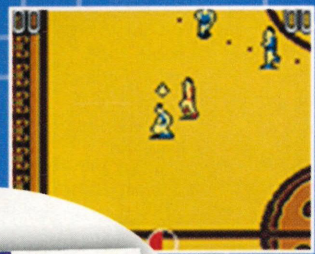
FALLTIME

FOOTBALL GAME



HANGTIME

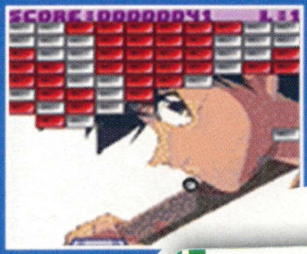
BASKETBALL GAME



MEGA VALUE DOUBLE PACK

**POCKET
SMASH OUT**

ARCADE GAME



Race Time

RACING GAME



MEGA VALUE DOUBLE PACK



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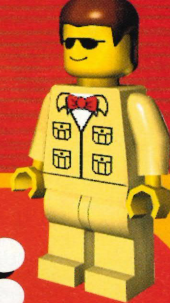


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In the 'diving for bricks' sub-game, when you have a brick, stick to the walls on the way up. It makes you less vulnerable to hazards.



LEGO Island 2: BRICKSTER'S REVENGE



DAMAGE:£34.99
ON SALE:SEPTEMBER 2001
WHO:LEGO MEDIA
TYPE:RPG
NO OF PLAYERS:1
SAVE SYSTEM:BATTERY BACK-UP.

Fly space ships, win skateboard trophies, dive for treasure - deliver pizzas? Not every task is glamorous, but Ian says LEGO hasn't dropped a brick...

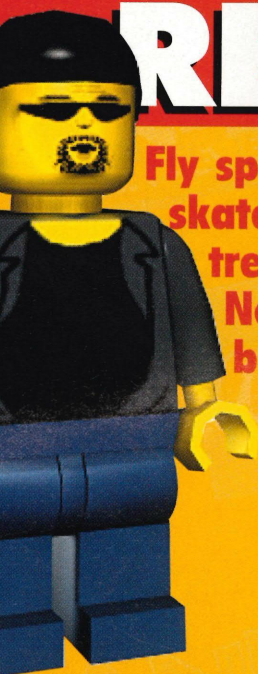
LEGO's fun for all ages, though the same can't be said for *LEGO Island 2: Brickster's Revenge*. It's aimed at kids aged from around six to 11, but won't have older gamers looking through their attics for a battered box of bricks. The GBA's first English-language RPG is far from poor, but nor is it anything devastatingly special.

The plot's thin, and doesn't progress much as the game unfolds. In a nutshell, arch-villain Brickster has escaped from jail and stolen building instructions, scattering them to the four winds. For some reason, this made the buildings that were already there disappear. You, as pizza delivery boy Pepper, must roam the lands looking for the pages, handing them to the building's former owner so he can remake it. And that's about it...

Variety Show

I'll say one thing for *LEGO Island 2* - there's plenty to do. As well as finding the pages, there's numerous sub-quests to tackle, which usually involve doing someone a favour and getting an item in return. There's sub-games on offer, which for once fit perfectly with the main action, and trading cards to collect en

route. The graphics are sumptuous and offer a real LEGO atmosphere, though yet again, you don't get to build anything yourself. After a while, though, wandering around the game's huge map gets monotonous. The pace never changes, and the characters you meet are too, erm; plastic for you to care about them. Also, the puzzles are ridiculously dumbed down, involving little more than taking objects from A to B. Come on guys - young gamers are brighter than you think. You never die so there's no health to conserve, and I hated the way Brickster kept walking up to Pepper and taunting him. Makes you wonder why our boy doesn't just grab a piece of 2x4, whack him over the head and drag him back to jail. Overall, *LEGO Islands* isn't bad as a young person's RPG. It's just not particularly exceptional either...
Ian Osborne



Don't lie - admit it. You still love LEGO. Go on, get it out. Build a tank. A castle. A scale model of Sakura, complete with atomic blasters, seismic laser shields and a bright red sandwich box. See - told you you'd love it...

Sizzling Sub-Games

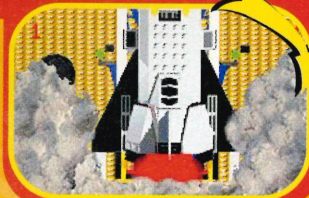
To complete some of the tasks you're set during the game, you have to tackle a sub-game. Here we see Pepper trashing invading robots, delivering pizzas and competing for a skateboarding trophy. When you're done, you can have another spin on the sub-games you've already found using the computer in your LEGO house...



Find the skateboard to get around quicker.



Even rebuilding the Space Shuttle is hardly rocket science...



XTREME RATING

Uppers

- + Great graphics.
- + Very LEGO.
- + Lots to do.

Downers

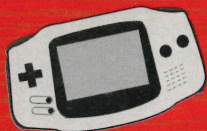
- Thin plot.
- Somewhat monotonous.

Summary

Fun for a while, but the pace never changes. Not a brilliant debut for GBA RPGs.

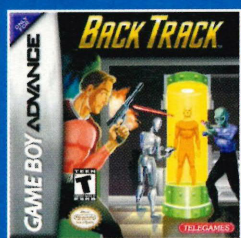


70%



Learn to use sidestep as early as possible. Sidestepping is the key to being able to dodge attacking enemies effectively.

REVIEWS



DAMAGE: £34.997
ON SALE: SEPTEMBER 2001
WHO: TELEGAMES
TYPE: FIRST-PERSON SHOOTER
NO OF PLAYERS: 1-4
SAVE SYSTEM: BATTERY BACK-UP

BACKTRACK



It's the first first-person shooter to appear on the GBA, but can the handheld really do this kind of game justice? Jamie pulls on his deathmatch gloves...

The single-player game in *BackTrack* is a pretty straightforward affair for the genre. Wandering from level to level, you splat the bad guys, free captured humans and find keys and pass-cards to progress. The enemy AI is ok, but there's no real depth to the enemies, and as the levels progress they just get more powerful rather than smarter.



BackTrack also has a reasonably big puzzle element, with secret switches and hidden doors. Unfortunately this makes it damned frustrating at times.

All too easily you can find yourself aimlessly wandering the level trying to find the secret door you've missed or locate that keycard you need. It seems the developers wanted you to revisit some areas to retackle a puzzle that was unsolvable before, but it doesn't work too well and it gives the single-player game a very laborious feel. But anyway, enough about the single player game. That's not where we're here for, right? We're here for the four-player link-up deathmatch mode! Yay!

Flapjack

Two multiplayer games are available, Deathmatch and Matrix Assault. Both game modes let you select one of six different

characters, each with a different weapon and very different gameplay styles. There are also pods on each of the six multiplayer arenas that let you switch characters at any time. This provides a lot of depth and means you can employ some really sneaky tactics to fool your friends! In normal Deathmatch mode it's just first to 20 kills, but in Matrix Assault mode you have to rack up four kills with each character before your opponents do. This

game mode is really good fun, and can get quite hectic as people camp the pod area to stop you switching to the character you need to win! This can be a really nasty trick, because when you exceed the four-kill count, a kill is randomly subtracted from one of your other characters! Chaos!

The multiplayer mode is everything with *BackTrack*, but don't worry if your mates don't have a copy; you can play the multiplayer modes on your own against computer opponents too. Even Deathmatch against bots is far more fun than the standard single-player game.

Jamie Wilks

Pick Your Pain-Giver

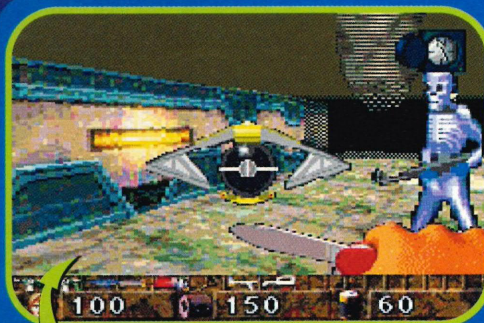
Female Assimilated: The beauty of death packed with an aerosol-can flamethrower!

Cyborg Boss: Huge stomping robot menace armed with a high-speed chaingun.

Alien Dude: Cunning bug-eyed creep with a highly accurate laser gun.

Phase Ghost: Phase sword-wielding spirit with the ability to absorb attacks!

Cyborg: Military destructive machine carrying the slow-firing but all-powerful bubble gun.



He looks like he could use a square meal!



XTREME RATING

Uppers

- + Multiple game modes.
- + Solo Deathmatch.
- + Hours of fragging!

Downers

- Sucky single-player.
- Steep learning curve.

Summary

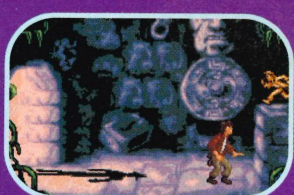
The single-player game isn't great, but the multiplayer modes offer hours of gameplay. If you're after a single-player shooter, wait for Doom.



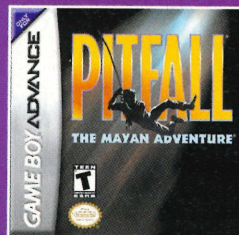
82%



If you're having no luck jumping over the quicksand, wait a few seconds for it to shrink and run over it.



Life as a jungle chiropodist can be difficult.



DAMAGE:£34.99
ON SALE:OCTOBER 2001
WHO:THQ
TYPE:PLATFORM GAME
NO OF PLAYERS:1
SAVE SYSTEM:NONE

PITFALL: The Mayan Adventure

Can a 'new' game based on a 1983 classic come back to life on the GBA? John ponders its pitfalls...

Many, many years ago, there was an old games console by Atari called the 2600. One of the more popular games on it was called *Pitfall!* You took the

role of Pitfall Harry, and your mission was to search for the untold riches hidden in the jungle. *Pitfall* saw the light of day on the SNES and PSX a few years back, and now Majesco has converted

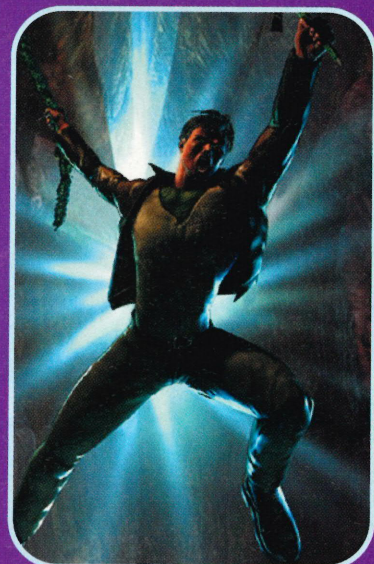
it to the GBA. Very nice it looks too. In the original game, you were Pitfall Harry. Now you play Harry Jnr, but your goal is the same – to find the hidden riches in the jungle, whilst avoiding a whole manner of nasties on the way. You find yourself swinging over crocodiles whilst avoiding stinging scorpions and wild bores. It's good fun leaping over the open mouths of crocodiles, and certainly brings back a few memories of *Pitfall* in its earlier incarnations. Later levels call on you to railway surf your way down a mine on a trolley, deftly avoiding obstacles as you go. Hairy stuff!

Take a Running Jump

A lot of time has been taken on the animation of Harry's movement. It looks nothing short of great. He runs, climbs, jumps and crawls in a

graceful fashion that looks very much like *Prince Of Persia*. However, there is a cost to this; you sometimes feel the animation gets in the way of quick reactions. The graphics are great to look at and give you the right sense of atmosphere for each level. My only criticism of them is that sometimes the bad guys are hard to see on some of the darker backgrounds, and combined with the slow reactions, it can mean you run into them.

Pitfall is a fun game, but it's



Railtrack Apologises for the Delay...

The railway trolley level is one of the most fun parts. The aim is to get to the end of the level by jumping over obstacles and changing which level of track you're on, *Donkey Kong Country*-style. More fun than a British Rail buffet...



not a brilliant one. I felt the weapons lacked oomph and some of the movements you were required to make were more tedious than tricky. Majesco has also missed out by not giving it a good save system. Whilst the graphics stand out, the fun factor is somewhat lacking.

John Hagerty



Uppers

- + Excellent animation.
- + Gorgeous graphics.

Downers

- Controls can be fiddly.
- Animation hinders speed.

Summary

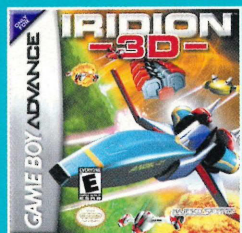
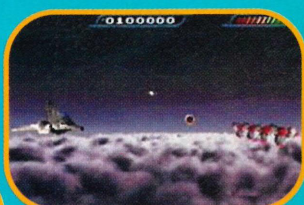
A bright and enjoyable game, but not the best platformer on the Game Boy Advance.



72%



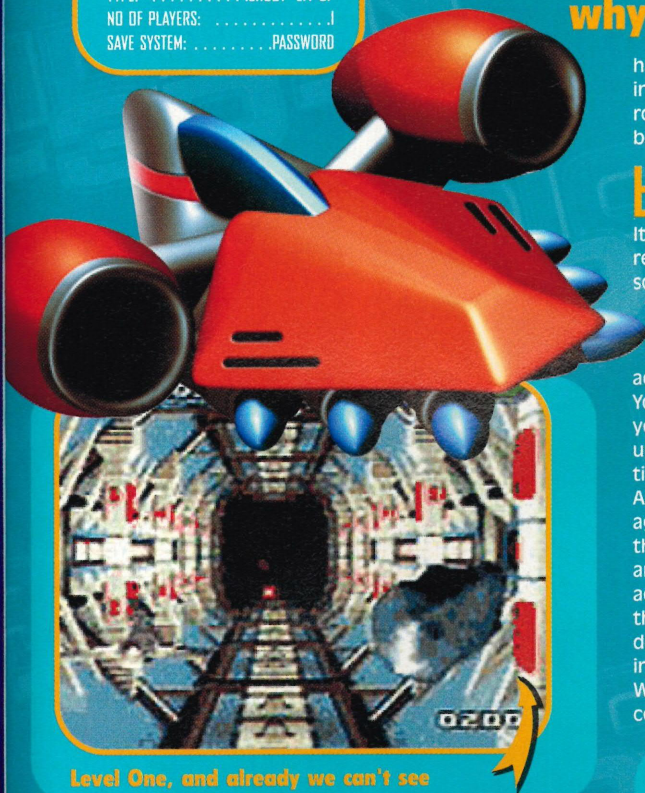
Keep firing. Keeping the fire button constantly depressed really is your best hope. And that's all the help we can give you.



DAMAGE: £34.99
ON SALE: SEPTEMBER 2001
WHO: THQ
TYPE: SHOOT-'EM-UP
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

IRIDION 3D

We gave Simon Brew *Iridion 3D*, and he spent more time flying off the handle than down a tunnel. Here's why...



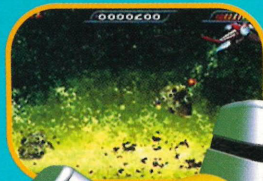
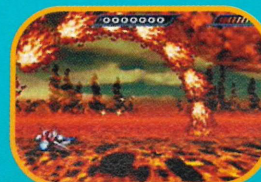
hard, with punishing levels invariably topped off with rock-solid end-of-level baddies.

Laughably Limited

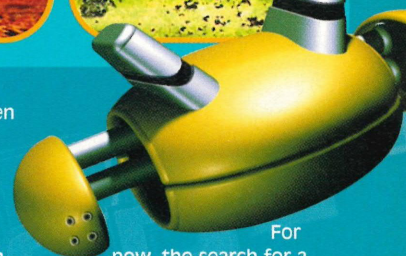
It's not that this particular reviewer is a wussie or something – everybody who tried the game arrived at a similar conclusion.

Furthermore, there's not actually a fat lot you can do. You move your ship, you fire, you dodge bullets, you upgrade your weapons from time to time, and that's it. Ample gameplay 15 years ago, but it just doesn't cut the mustard now, and anyone who bothers to actually get to the end of the seventh level certainly deserves some sort of medal in our book.

Which all leaves us to conclude the hard work on



the multimedia side of *Iridion 3D* has simply been wasted. If less time had been spent on making things look as good as they are, and more on designing a game that's both fun and, crucially in this case, fair, it would have earned *Iridion 3D* a significantly stronger score.



For now, the search for a quality GBA shoot-'em-up goes on.
Simon Brew

Level One, and already we can't see

Technically, *Iridion 3D*, is an immense achievement. With lush graphics, a fancy intro sequence and high-quality sound, it's just the kind of multimedia extravaganza that can really help sell the Game Boy Advance. Just one problem; the game itself is useless. It's literally a head-on 3D shoot-'em-up, with you spending most of the time flying down a tunnel, only for the perspective of the

game to leave you with little chance of dealing with the opposition and their arsenal. Bullets are hard to judge and you can only see the enemy if your ship isn't in the way, and even then it's hard to judge exactly where they are, and (crucially) where you need to fire. As such, the game quickly becomes unfair, replacing the need for genuine skill with some quick button-bashing and a dose of pot luck. It also makes the game ludicrously

Those End-of-Level Baddies

And you thought the levels were hard. Each of the seven stages ends with a baddie for you to destroy. It's the usual drill – find the weak spot, hit it, destroy the baddie and everyone goes home happy. Unfortunately, it's not quite as easy as that, as once again the perspective of the game gets in the way of what should be

quite a simple exercise. Still, they look nice.



Uppers

- + The Graphics.
- + The Presentation.

Downers

- It's unfair.
- It's too hard.
- It's not fun.

Summary

Lovely to look at, but sadly, a dog to play.



37%



Keep an eye on your web meter and use your webs sparingly. They help you get out of many a sticky situation and are useful for beating bosses.



DAMAGE: £34.99
ON SALE: SEPTEMBER
WHO: ACTIVISION
TYPE: PLATFORM GAME
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD

SPIDER-MAN: Mysterio's Menace

Spider-Man, Spider-Man, does whatever a spider can. But can he perform on the Game Boy Advance? Jamie dons a fetching skin-tight costume and finds out...



platformer? Play *Spider-Man* for a few minutes and you quickly come to the same conclusion I did – YES!

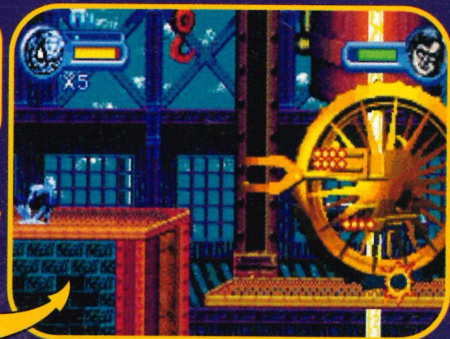
The first thing to mention about *Spider-Man* is it looks damned tasty. I was immediately impressed by the colourful artwork in the intro, and the excellent level of graphical detail in the game itself. The characters are kind of 3D, like some sort of motion capture has been used, and the animation is brilliant. Backgrounds have several

levels of scrolling eye candy, and the very first level, Downtown, looks particularly nice.

World-Wide Webslinging

But there's more to this game than just nice graphics. Oh yes, *Spider-Man* is a reasonably typical walk-along beat-'em-up platformer type of affair, but it's Spidey's extra abilities that make it so interesting to play. Firstly, you can stick to walls. Any walls. Vertical, upside-down, anything. This gives lots of depth for mad ninjistic drop-from-the-ceiling-and-flying-kick action, as well as hard-to-find hidden rooms with extra goodies. Then there's your web-slingers. These can be used in several ways; you

Some of the bosses are truly impressive.



can do the obvious and trap enemies with them, leaving them helpless for a few seconds, but you can also

use them as projectile weapons to cause damage. And then there's the Spidey swing. Double-tapping Jump makes you swing on a web, allowing you to avoid nasty obstacles and smash through doors (and baddies' heads!) with your boots and the like. *Spider-Man* plays really well. There's nothing particularly clever about it, but it combines solid platform and beat-'em-up action in a very addictive blend. Added with its non-linear plot progression, challenging boss fights, hidden goodies and impressive cartoon cut scenes, this is a really classy game with a lot of polish.

Jamie Wilks

This may sting a bit...



Find Them Hidden Goodies!

One particularly cool feature is you can revisit any level you've completed it to search for hidden goodies you may have missed. This is well useful, as there are lots of goodies to find! Thankfully, most hidden areas are quite easy to reach; they just tend to be in places you don't expect.



Uppers

- + Yummy graphics.
- + Non-linear plot.
- + Solid playability.

Downers

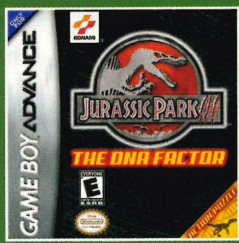
- Nothing original.

Summary

A classy title and no mistake. Lack of originality keeps the score down, but it does what it does very well.



87%



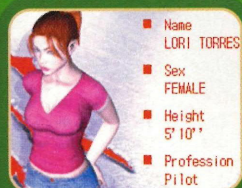
DAMAGE: £34.99
ON SALE: OUT NOW
WHO: KONAMI
TYPE: PLATFORM GAME
NO OF PLAYERS: 1
SAVE SYSTEM: BATTERY BACK-UP

Jurassic Park III: DNA Factor

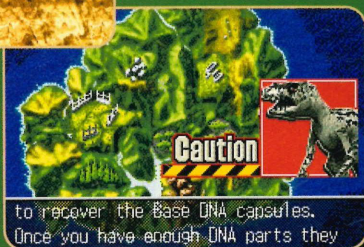
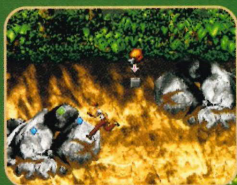
The first of three *Jurassic Park III* games arrives, but is it worthy of your wonga?

There's a sloppiness about this game Advance owners just don't deserve. We could forgive the silly plot about collecting DNA, which has nothing to do with the film at all. We can forgive the fact that you start with no weapons, but find perfectly-functioning guns just lying around. It is a game, after all. We can even forgive its giving you a choice of character which

only affects your on-screen graphic – they have no differing abilities whatsoever. Cheesy, but hardly unusual. But we can't forgive the general lack of attention that curses the gameplay throughout. Look at the jungle screens. It may look like you can roam anywhere where there's no obstacle, but in fact there are two 'rails', one at the front of the screen and one further back. You can switch between them when there's nothing in the way, but graphics that imply you can move more freely than is possible make the game feel awkward. It's like going for a wee wearing boxing gloves. And as nothing casts a shadow, it's sometimes hard to tell whether a monster's on the higher rail or jumping on the lower one. This problem affects collectibles on later levels too.



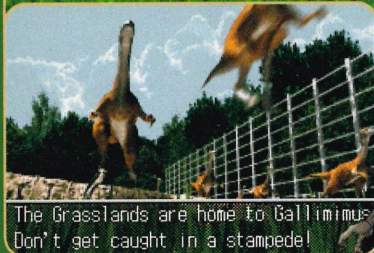
- Name LORI LOUGHERY
- Sex FEMALE
- Height 5' 10"
- Profession Pilot



to recover the Base DNA capsules. Once you have enough DNA parts they

Gunnin' For Dinos...

When you've gathered the DNA, you blast it into the strand in this woeful shooter. Match the colours with the holes, move left, move right – yawn!



The Grasslands are home to Gallimimus. Don't get caught in a stampede!

Dino Droppings

The graphics are okay but unremarkable, and the animation's weak. Pick up

the blade and you can kill small dinosaurs by swinging it over their heads, missing them completely. Your weapons disappear at the end of every level too. Not only have your gaffe-prone gaffers sent you to a dinosaur-infested island unarmed, they actually swipe

whatever bits you gather en route. I'd resign if I were you... If all this wasn't enough, at the end of every collect-the-DNA level comes a dodgy shooting sub-game that makes *Space Invaders* look in-depth. Not that you'll see it too often. The game's

flaws make it hard quite early on, and the rewards aren't enough to make you want to persevere. *Jurassic Park III: DNA Factor* bears all the hallmarks of a rush job. Very little thought has gone into its design, and it's executed with a general lack of polish and panache. Let's hope the next two JP III games are better...

Ian Osborne

XTREME
RATING

Uppers

+ Good presentation screens.

Downers

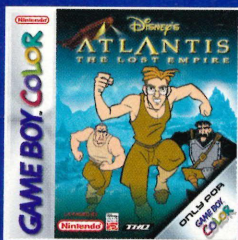
- Bad animation.
- Confusing visuals.
- Shamelessly derivative.

Summary

If you're looking for something that's dull, dated and shoddily put together, *Jurassic Park III: DNA Factor* is the game for you.



38%



DAMAGE:£34.99
ON SALE:OCTOBER 2001
WHO:THQ
TYPE:PLATFORM GAME
NO OF PLAYERS:1
SAVE SYSTEM:PASSWORD

Disney's Atlantis: THE LOST EMPIRE

Lost continent or lax and incontinent? It's time Atlantis got the GBA treatment...

The basic engine for Disney's *Atlantis: The Lost Empire* could be used for a really great game. A game in the style of the immortal *Prince of Persia*, or a puzzle-filled action thriller in the *Flashback* mould. It's certainly fast enough – you just can't fault

it for speed. It's versatile enough too. Your main man runs, jumps, somersaults, swings from overhead poles and travels hand-over-hand on the overhead monkey bars. He looks great as well. The developers bravely kept the main sprite very small so you can see lots of the playing area, keeping the game from feeling claustrophobic. He still animates brilliantly, though, and can look up and down too, expanding the visible playing area still further. Yes, there's a really great game to come out of the *Atlantis* engine.

A Case on Plato

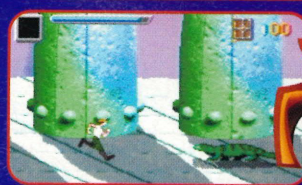
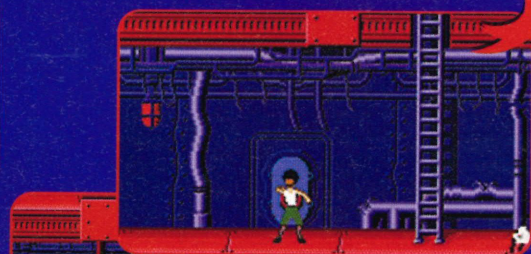
Unfortunately, Disney's *Atlantis: The Lost Empire* isn't it. Anyone who's played the aforementioned *Flashback* knows the huge potential in a fast, polished arcade

adventure with great animation and a versatile main character. So why is *Atlantis* little more than a tedious gather-em-up, with graph-paper layouts and precious few puzzles? Run around collecting diamonds, run around shutting off valves, run around opening doors, all against the clock. You fail a couple of times while you're getting used to the layout, then breeze through to the next level. Repeat until complete. When you get out of the submarines and into *Atlantis*, the time limit's dropped but sudden-death falls and lack of restart points give the levels that same 'trial and error' feel.

It's such a shame. On the Game Boy Color, Disney built

Sub-Standard?

The first three levels take place on a submarine. After switching off overloaded boilers (run around finding valves), you must rescue 15 sailors (run around finding doors) then head for the escape subs (just run around).



Invasion of the Killer Green Candy Floss From Mars was a B-movie too far...



a reputation for great-looking games with hellishly unimaginative level design. It seems they're to carry the trend over to the Advance. Ho hum...
Ian Osborne

Xtreme Rating

Uppers

- + Great animation.
- + Versatile main character.
- + Great cut-scenes.

Downers

- Trial and error.
- Unimaginative.
- Flat.

Summary

Not a great Advance debut for Disney, but let's hope the game engine is used for a better effort in the future.

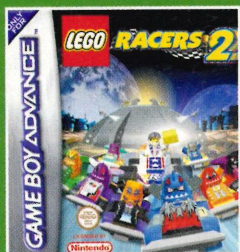


48%



Be careful when you use your power-ups – used well, they can give you a distinct advantage, but fire them for the hell of it and you're wasting your time.

REVIEWS



DAMAGE: £34.99
ON SALE: SEPTEMBER
WHO: LEGO MEDIA
TYPE: DRIVING GAME
NO OF PLAYERS: 1-4
SAVE SYSTEM: ... BATTERY BACK-UP

LEGO RACERS 2



In theory, this should be perfect. The construction element of LEGO, married to the ever-popular karting game genre. Simon checks it out...

The first *LEGO Racers* game was a strange beast. In the 'plus' column, it combined the fun of building your own kart and racing it, with a bevy of power-ups to keep you interested. Sadly, the 'minus' column contained things like poor level design, frustrating gameplay and an overall sense of déjà vu. A wasted opportunity, in other words. So praise be to LEGO Media for going back to their drawing board and trying something a bit different. For whilst there's not much here to get *Mario* worried, *LEGO Racers 2* is still a fun game in its own right. The hokum plot follows an ultimatum by the Rocket Racer to search for the galaxy's best driver, and natch, you're up for the cup, so to

speak. Hence you first have to make your way across several worlds, winning races and having chats with people before taking on the ultimate final challenge.

Brick by Brick...

And quite good fun it is too. Whilst the early races are embarrassingly easy, things do toughen up later on, and the bright, attractive graphics certainly draw favourable comparisons with *Mario Kart*. However, *LEGO Racers 2* has a bit of a role-playing element to it as well, as your character goes about town in search of a race,

making friends and occasionally uncovering a sub-game. Unfortunately, it doesn't work particularly well in practice, as this side of the game is quite restricted and

ultimately just ends up taking away valuable racing time. And not for nothing is the racing side the centre of the game. It follows the usual karting game rules, and to be truthful, throws up few

Here's something you didn't expect to see in a racing game – a nice little town to explore!



Racing on Mars, complete with plenty of power-ups!

surprises. You move your kart around the various courses (admittedly better than the original tracks you get in the first *LEGO Racers* game), picking up and using power-ups and generally trying to be first past the post. Still, it is fun to play,

and should certainly prove fine fodder for its younger target audience. Perhaps it lacks some of the charm, ideas and gameplay that *Mario* has, but nonetheless, *LEGO Racers 2* is a fine effort in its own right.

Simon Brew

Build Your Driver!

Hey, it's nothing new, but we still like it. *LEGO Racers 2* allows you to build your own driver, and then sit back and watch the LEGO machinery do the work. Ah well. We liked it...



XTREME RATING

Uppers

- + Good fun.
- + Bright and easy to play.

Downers

- Little originality.
- RPG element doesn't work well.

Summary

It's not *Mario Kart*, but *LEGO Racers 2* is still good, wholesome fun for the younger player.



77%

REVIEWS

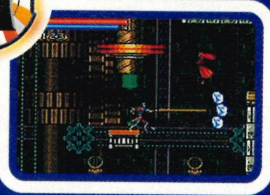
GBX

21

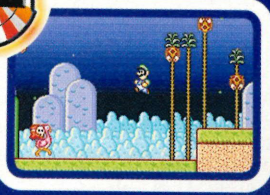
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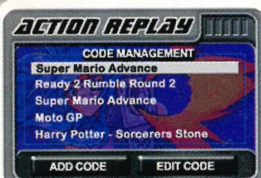
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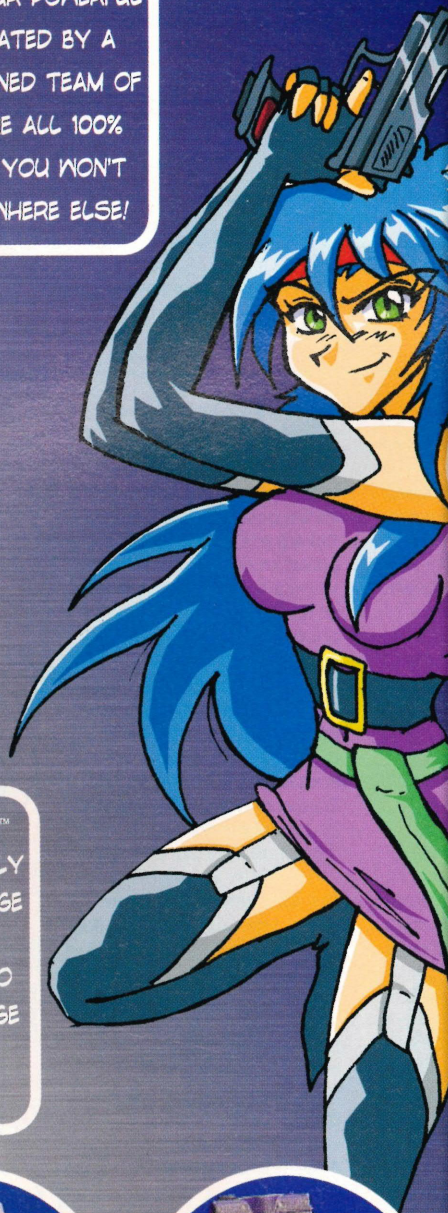


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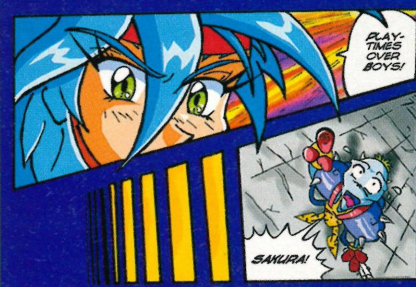
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NOW?



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HAS THE POWER
TO SAVE PLANET
EARTH ..



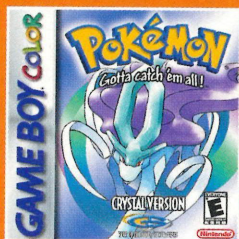
Don't forget when you need to heal your Pokémon, a quick trip to a Pokémon Centre can quickly do the job for you. Keep an eye out for them!

Big Decisions

Pokémon Crystal allows you to play as either a boy or a girl. Thus, when you kick off the game for the first time, that's Question One for you to answer. Now, no cheating...

► Boy
Girl

Are you a boy?
Or are you a girl?



DAMAGE: £24.99
ON SALE: 16TH NOVEMBER
WHO: NINTENDO
TYPE: RPG
NO OF PLAYERS: 1
SAVE SYSTEM: BATTERY BACK-UP

POKÉMON CRYSTAL



Crikey, they're back again. And yup, you know the drill. You've got to catch 'em all. At least that's what it says here. We set Simon to the task...



Here's proof positive, for those who were worried, that Nintendo isn't neglecting the Game Boy Color. And, presumably having run out of colours to name the game after, the latest adventure in the

massively-selling *Pokémon* series goes by the name of *Pokémon Crystal*. Yet the game arrives at a time when some are foretelling the end of the Pokémon phenomenon. The last film didn't do too well. The videos aren't selling as fast. But what about the games? Fortunately, here's one in the eye for the Poké-knockers, for *Pokémon Crystal* is just as enjoyable as its predecessors.

Mini Masters

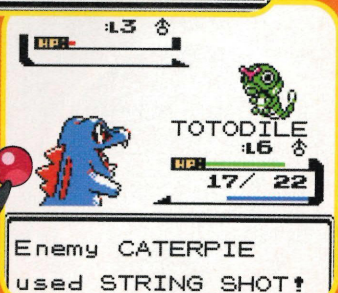
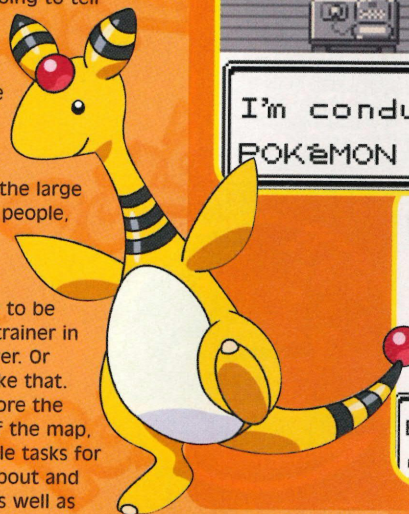
The idea behind the game needs little introduction. But hey, we're going to tell you anyway. For once again, you take the role of a Pokémon trainer, and you explore the large map, talk to people, battle rival Pokémon Masters and generally try to be the bestest trainer in the world ever. Or something like that. Also, to explore the full extent of the map, there are little tasks for you to run about and undertake, as well as

Crikey, he just can't keep his beak out, can he?



Talk and Listen

This may be teaching you how to suck eggs, but you're not going to get anywhere with *Pokémon Crystal* unless you talk to people and take on board what they're saying. This chap here is telling you that some Pokémon only appear at night, so if you want to catch them all....



Day and Night

When you first play *Pokémon Crystal*, the game asks you for the time and date. Once entered, this is stored permanently in the cart, and should you switch on the game late at night, the game world is plunged into darkness. And this really is a game you need to play at all hours to complete, especially as some of the little creatures don't come out during the day, and certain events only take place at certain times.



He may want to battle, but he's only seconds away from getting his backside kicked.



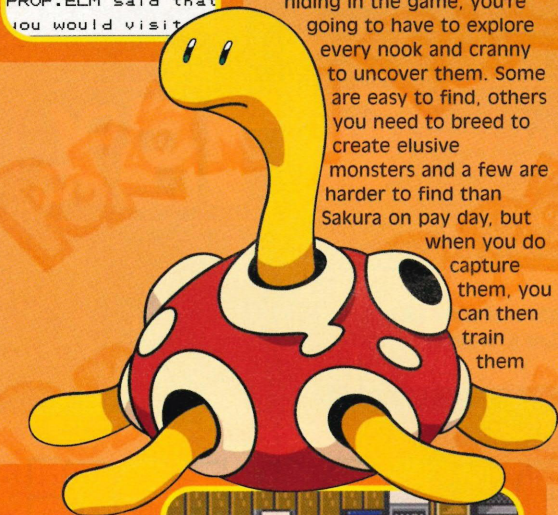
discovered some new POKÉMON.



PROF. ELM said that you would visit

various other secrets to uncover. Naturally enough, you also need to capture the little critters along the way, and with over 200 of them hiding in the game, you're going to have to explore every nook and cranny to uncover them. Some are easy to find, others you need to breed to create elusive monsters and a few are harder to find than Sakura on pay day, but

when you do capture them, you can then train them



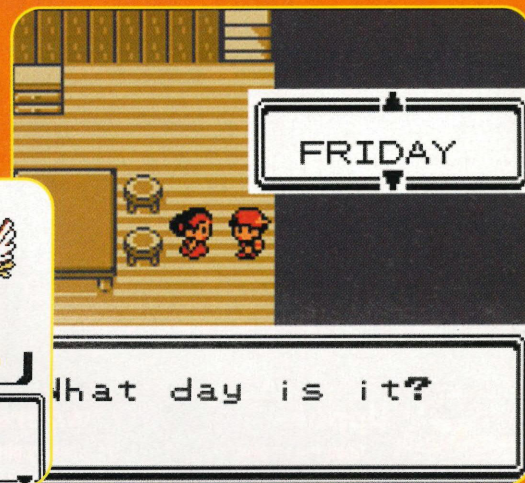
It's dark, and women are calling my name. Gotta love these Pokémon games...



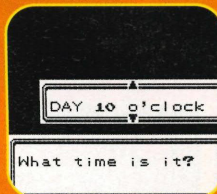
Wait, S!



Wild PIDGEY appeared!



What day is it?



What time is it?

up to be mean fighting machines. Different breeds have different strengths, and by the time you get into the deep guts of the game, you're going to need to apply some intelligence when picking which Pokémon you put up to fight. And fight you will. Or more to the point, your Pokémon will. As usual, your input is restricted to instructing your creature on what move to make on its opponent, and should an opponent 'faint' (ie. get battered into submission), your pocket

monster gains experience points and every now and then goes up a level. Be warned that if you look at one of the rival trainers in the eye, you're likely to find the little oik challenging you to a scrap. If you're fighting wild Pokémon, who appear in places like the trees or the grass, you can attempt to capture them and add them to your collection. Then you can get them to fight on your behalf.

Joy of Dex!

All the vital Poké-information built up throughout the game is stored in the Pokédex. This gives extra background information on the various Pokémon, as well as pretty pictures of them. It doesn't change how the game plays or anything, we just thought you'd like to know. Aesthetically, the game itself looks and feels smart enough, not pushing things forward particularly but the bright and clear graphics suit the game well. The

sound begins to grate after a while, though. The fundamental problem with *Pokémon Crystal* is that for those who have bought the likes of *Gold*, *Silver*, *Red*, *Yellow* and *Blue*, there's really very little else on offer. *Pokémon Crystal* is supposed to be the last GBC entry in this particular line of games, and that's probably a wise decision. For whilst we'd be happy to welcome back the pocket monsters any time they like, next time we'd like to see them attached to a game with new ideas rather than a retread of very good stuff that's gone before. Thus, this time around we'll let it off with a nice 80%. But if we see this one back in class, we ain't going to be so generous...

Simon Brew

XTREME
RATING

Uppers

- + As fun as ever.
- + Challenging.
- + Long-lasting.

Downers

- Fighting gets a bit repetitive.
- Not many new ideas.

Summary

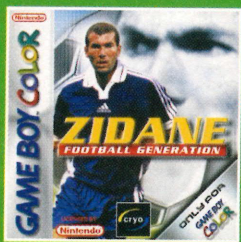
There's not much fresh to *Pokémon Crystal*, but what's there is still as entertaining as you'd expect.



80%



Pass quickly and jink left and right to avoid being caught by the opposition



DAMAGE: £24.99
ON SALE: OUT NOW
WHO: CYRO
TYPE: SPORTS SIM
NO OF PLAYERS: 1
SAVE SYSTEM: NONE

Zidane Football Generations

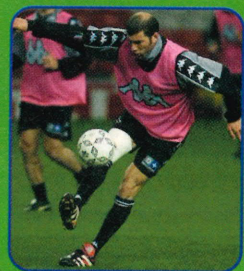
Can Euro-Champ Zidane score on the GBC?

With his record-breaking transfer, Cyro Interactive has timed to perfection the release of *Zidane Football Generations*. But is the game

close to perfection? Well, it's not bad. The players are large and the movement's a bit slow, but this actually suits the game. It's easy to pick up, and I managed to win the first match I played 2-0 (okay, France Vs Greece wasn't that balanced) and enjoyed it too. The controls are simple and it doesn't take long to get to grips with it. Unfortunately Zidane suffers from some odd glitches. I managed to score several goals that were clearly offside,

as well as winning a penalty by tackling the opposition keeper when he had hold of the ball. The players also tend to bunch round the ball a bit, making tackling easy and passing hard. Realists may object to these flaws, but ultimately it doesn't stop the game from being a good way to pass five minutes.

John Hagarty



The green monk always got to pick the team formation.



Sumo square-off.

XTREME RATING

Uppers

- + Good fun to play.
- + Simple controls.
- + Not too difficult.

Downers

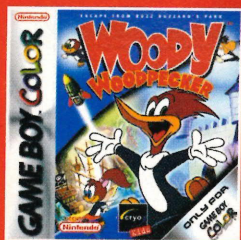
- Let down by glitches.
- Dodgy refereeing!

Summary

Zidane Football Generations is a fun game to play, but is let down by a few silly flaws. Improved sequel, please!



78%



DAMAGE: £24.99
ON SALE: OUT NOW
WHO: CYRO
TYPE: PLATFORM
NO OF PLAYERS: 1
SAVE SYSTEM: PASSWORD



Don't bother trying to take on all of the bad guys – jumping over some of them is far easier!

Woody Woodpecker: Escape From Buzz Buzzard's Park

Cover your ears; the world's daftest laugh has arrived...

I must admit I hated Woody Woodpecker when I was young. His cartoons consisted of him tormenting people who were minding their own business and

then haranguing them with that irritating laugh. I had to put my prejudices aside when I came to play this, and was surprised to find the game's actually more enjoyable than the cartoon (not that this would be difficult). Whilst searching for his TV remote control, Woody finds his two nephews, Splinter and Knothead, have been kidnapped by evil Buzz Buzzard. So, it's up to Woody to battle

through 16 levels to rescue the nephews and find his remote.

Peekin' Platformer

The levels have a lot of variety (you find yourself on pirate ships and even at the Winter Olympics) and the sound is adequate. Bad

Fast food.

guys can be dispatched with a swift kick from Woody, but I found it was just easier to jump clear of them most of the time. Woody Woodpecker is a decent game and platform freaks will enjoy it, though it offers nothing new.

John Hagarty



Woody's kitchen was a bit sparse.



XTREME RATING

Uppers

- + Good cartoony graphics.
- + Smooth animation.

Downers

- Nothing new.

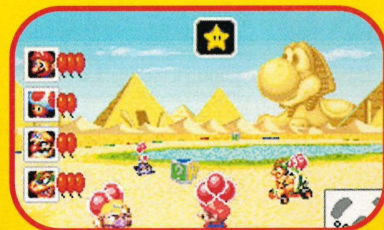
Summary

A decent enough platformer, but it offers nothing new.



78%

MARIO KART SUPER CIRCUIT™



GBX





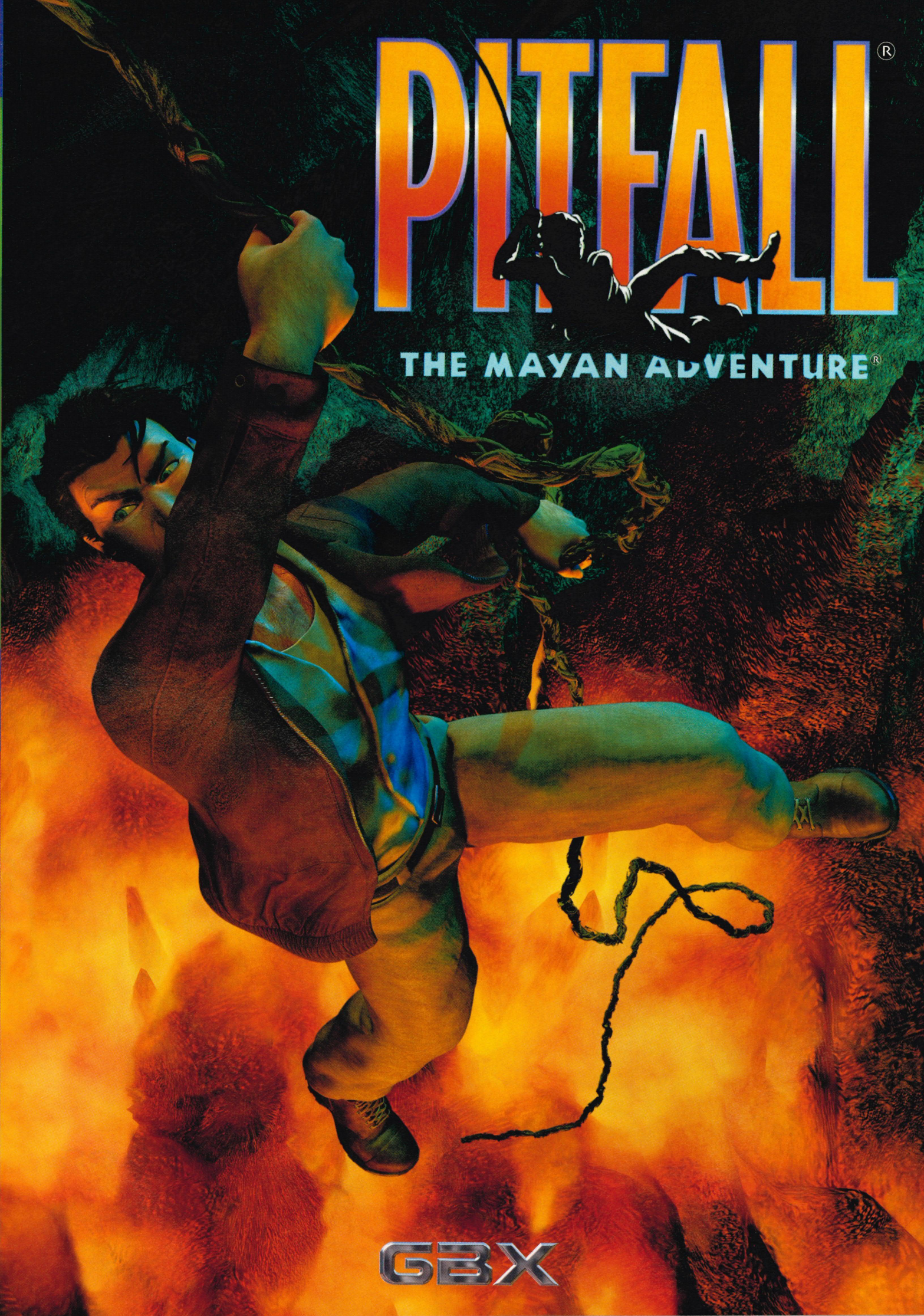
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PITFALL[®]

THE MAYAN ADVENTURE[®]



GBX



Don't cut corners. This game is much harsher than the other Micro Machines games.

REVIEWS



DAMAGE: £24.99
ON SALE: OCTOBER 2001
WHO: THQ
TYPE: DRIVING GAME
NO OF PLAYERS: 1-2
SAVE SYSTEM: PASSWORD

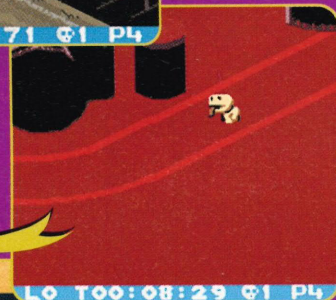
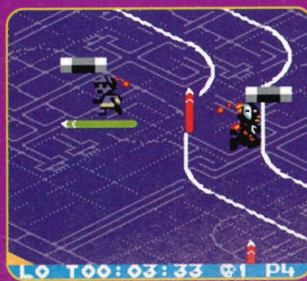
MICRO MANIACS



The miniature marvels leave their vehicles, but has the series still got the legs? Time to make a run for it...

Top marks to THQ for squeezing the entire PlayStation version of *Micro Maniacs* into the Game Boy, with four game modes, 12 characters and individual weapons for each racer. Shame on them for rushing the job and leaving in some really nasty bits, making *Micro Maniacs* a backwards

step for the much-loved *Micro Machines* saga. Let's take it from the top. *Micro Maniacs* is the latest in the *Micro Machines* series, and there's a twist in its tiny tail. Instead of miniature vehicles racing around everyday courses like the garage floor, school desks and the



MawMaw looks like a cheap ET toy from a car boot sale.

back garden, you control an inch-high runner. Each racer has two weapons which must be charged by collecting power-ups, and whichever racer you pick, you're cursed by the game's over-enthusiastic inertia that makes it really hard to turn corners.

keep on Runnin'...

The game's very close to its PlayStation inspiration, with near-identical courses and features, but this isn't entirely welcome. Its big brother was spectacularly unforgiving when it came to leaving the



Ever wondered how a fairy would react if it really had a Christmas tree stuck up its bum? Watch a Micro Maniac fall off a table and you'll see...



War Dance



On the small screen, this bridge is just too fiddly.

track, and the small screen just makes this worse. A few howlers of its own have crept in too. The animation on the characters is terrible. Their legs move at the same pace regardless of how fast you're going. They even jog on the spot if you're standing still! If you fall off a table or the like, instead of tumbling groundwards, you hang in mid-air and jig around like a fly drowning in a bowl of

soup. The countdown at the start of a race takes place on a presentation screen. You only get to see the track on the word 'Go', by which time your opponents are already off. It's insane! It could've been so good too. The environments are as sumptuous as in any *Micro Machines* outing, and it's really huge. It's just a pity it's filled with stupid clangers that make it look like a dodgy rush job.

Ian Osborne

XTREME RATING

Uppers

- + Great environments.
- + Lots of game in there.

Downers

- Inertia-heavy.
- Abysmal animation.
- Stupidly hard.

Summary

Bears all the signs of being rushed out. Pity - it could've been a really great game.



41%

REVIEWS

GBX

37

GBX



If you get stuck at a particular point, have a wander around and come back later. You may well find there's a key you don't have or a person you need to talk to.



Universal Monsters: DRACULA

Looks like a grave situation...



DAMAGE:£24.99
ON SALE:OUT NOW
WHO:CYRO
TYPE:ARCADE ADVENTURE
NO OF PLAYERS:1
SAVE SYSTEM:PASSWORD

Is Dracula good, blood-sucking fun, or does it suck?

Top-down adventure games are the sort of thing that can work well on the Game Boy. Unfortunately, you can't really tell whether they're any good

or not without actually playing them for a few hours. I guess that's where I come in!

Fangs for the Memories
Universal Monsters: Dracula is

pretty much a run-of-the-mill adventure game, feeling like a very uninspired *Zelda* clone. The object of the game is to travel the world to find another 11 vampires in order to gain their help in defeating the evil Torquemada. This seems to involve lots of running around, talking to people, finding keys and item to progress and shooting baddies with a bat. Hmmm... The gameplay is just plain dull. Even the nice graphics can't save this one. If you really like

mindless adventure games (you sick twisted person), you'll enjoy the hours of ridiculous dialogue and repetitive combat. Everybody else should steer clear.
Jamie Milks

**XTREME
RATING**

Uppers

- + Nice graphics.
- + Ummm...

Downers

- Uninspiring gameplay.
- No character progression.
- Repetitive combat.

Summary

A rather dull adventure game. Suffers from a complete lack of character progression or interesting plot to keep you playing.



62%

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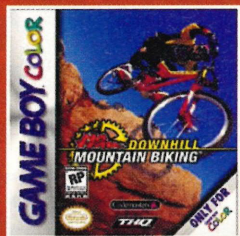
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Unless you know the track backwards, get on the outside of the bends and swing inwards. You're much less likely to bail that way and will cruise round most bends.

REVIEWS



DAMAGE:£24.99
ON SALE:OCTOBER 2001
WHO:THQ
TYPE:SPORTS SIM
NO OF PLAYERS:1-2
SAVE SYSTEM:PASSWORD

No Fear Downhill Mountain Biking

Jamie's not keen on flinging himself down a mountain on a pushbike. Can doing it on the Game Boy deliver the fun without threatening your life?

The world of mountain bike games is a pretty small and unremarkable one. With the exception of *Mat Hoffman's*, there's not much else out there. Is this because mountain biking is a bad subject for a game, or is there miles of untapped potential out there? *No Fear Downhill Mountain Biking* is a reasonably straightforward racing game with an interesting twist. You're on a pushbike. And you're racing, err... down a hill. Sound scary? It is. The main championship game is a knockout tournament affair, where

each round pits you against another biker whom you must beat to the finish line in order to progress. Each track consists of three rounds, meaning you must win the same track three times to win each championship. As your progress your opposition gets tougher, demanding faster and faster times to move on to the next round.

Hard Riding...

The game itself is reasonably straightforward; one button to pedal, one button to brake. However, there are all kinds of objects on the courses to avoid, bends to



Just be glad you're not cycling UP the hill...



Pedal Power!

The trick to NFDMB, as with most racing games, is knowing the courses. The Time Trial and Multiplayer Modes are all useful for learning all the bends and jumps. Work out the best place to turn a bend, and where to pedal and where to cruise. Get all that down and you're winning trophies in no time.



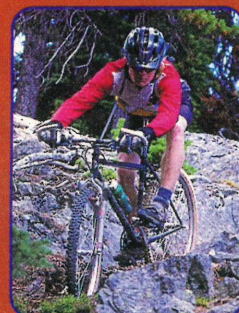
navigate, and jumps to fly off of. Mess things up and crash and you lose your momentum, meaning you've got to use up more precious pedal power to get to the finishing line. Get the bends and jumps right and you've plenty of stamina to really hammer the pedals on the straights.

No Fear Downhill Mountain Biking is pretty easy to play and you get the hang of it quite quickly, but it's by no means boring. Some of the courses are really fun to play, with huge mad jumps and wickedly fast slopes. As



you progress in Championship Mode you gain a larger choice of parts for your bike, which also helps to keep you going. Add in the Trick Course Mode (*Mat Hoffman*, eat your heart out) and the multiplayer duels and tournaments, and you've got quite a lot here. Some people may find it a bit simplistic, but overall it plays well.

Jamie Wilks



**XTREME
RATING**

Uppers

- + Fast gameplay.
- + Challenging courses.
- + Net bike parts.

Downers

- A bit simplistic.
- Some courses frustrating.

Summary

An interesting change from your standard car racing sim. Maybe lacking a tadge of depth, but fun to play nonetheless.



76%

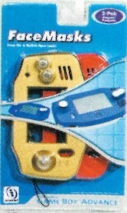
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*Game Boy Advance is not included

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PC A

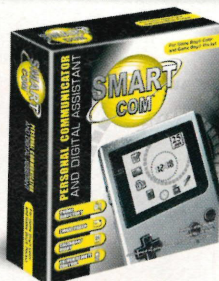
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Never before has such a powerful package been squeezed into a single Game Boy® cartridge!

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Body Shock GBX is a sensational full-size rumble pack for Game Boy® Advance that's guaranteed to rock your world! Using revolutionary vibration technology, Body Shock GBX plunges you into the middle of the action. With the unique backpack strapped on, you'll personally experience every shot that's fired, every car crash, and every hit that lands on your virtual character. In all your favourite Game Boy® Advance games. You'll feel like you're really in the game! Body Shock GBX is easy to use, and it's compatible with all Game Boy® Advance games.

Compatibility with Game Boy® P Pocket C Color A Advance

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THE KIT BAG

More weird and wonderful widgets to while away the weekend...



Dino-Chi

COMPETITION

Bored with 'ordinary' robo-pets? Then check out *Dino-Chi*, two great cyber-pals based on fearsome dinosaurs! There's a T-Rex and a Pterodactyl. T-Rex roars, stomps and moves his head, mouth, legs and tail. The Pterodactyl walks, squawks, flaps its wings and generally behaves like the real thing. Both are great fun, and we've got three to give away! To stand a chance of winning one, just answer this simple question:

Q: Which one of these creatures is not a dinosaur?

- A: Tyrannosaurus Rex**
- B: Brontosaurus**
- C: Rod Stewart**

When you think you know the answer, ring our Competition Hotline number offered elsewhere on these pages.



Webcam Go Plus

Creative's Video Blaster® WebCam Go Plus is a fully-featured webcam with some extraordinary new features. By adding 8MB of memory, not only have they made it portable, so that you can take your camera anywhere, but they've also given it the ability to take digital voice annotations!

As a Desktop PC Camera you can use it for video conferencing, sending

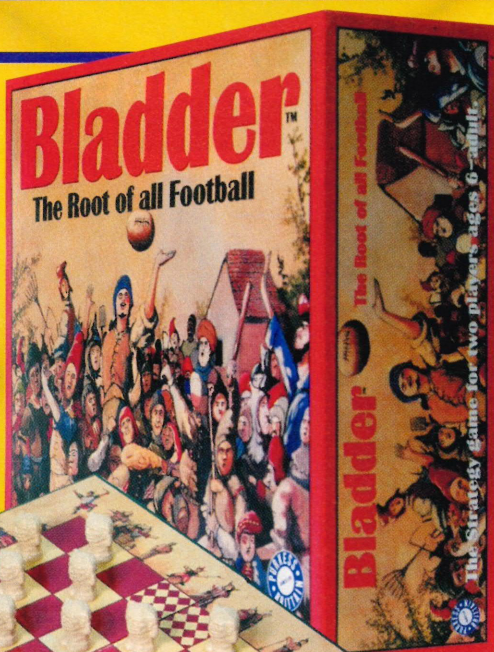
full-motion video e-mail or creating multimedia web sites. As a Portable Digital Camera you can use the 8MB of built-in memory to store over 150 snapshots. Just the thing for budding technophiles!



Bladder

What do you get if you cross football and chess? *Bladder*, that's what! It's a weird blend of soccer, rugby and a mass street brawl, played out with stylish resin figures on a heavy-duty board. You tackle an opponent with the ball by surrounding him with two of your players. Gang up three to one and you 'lame' your opponent, taking him out of play permanently (a bit like being tackled by Vinnie Jones).

Bladder costs £19.99 from www.firebox.com. Check out the game's home page on www.bladdergame.com.



FIREBOX.COM

Canned Heat

VRRRRRMMM! From Tyco comes *Canned Heat*, a series of seriously cool remote controlled cars. You buy 'em in a neat presentation tube; the control unit's in the lid, and the aerial stored under the car. You can get some serious speed out of 'em too!

Canned Heat cost £29.99 each, from www.firebox.com and all good shops.

Choose from a Mini Cooper, Audi TT or new Volkswagen Beetle.



FIREBOX.COM

Magic Pudding

COMPETITION

Take a spoon full of magic and a large helping of adventure, add a good pinch of fun, mix well and you have *The Magic Pudding*! A truly tasty treat, this animated escapade is out now on video and DVD.

Look out for the splendid young koala Bunyip Bluegum, the loud and land-locked sailor Bill Barnacle and his performing penguin pal Sam Sawnoff. Best of all, there's Albert the magic pudding, who can transform himself into just about any pudding you can imagine. Based on the Australian children's classic book by Norman Lindsey, *The Magic Pudding* is a most unique and impressive animated spectacle, and thanks to Icon Home Entertainment, we've got five copies on video to give away. If you want to win (and who doesn't?), just answer this simple question:

Q: Which of the following is a pudding?

- A: A Sinclair ZX81**
- B: A Datel Action Replay GBX**
- C: Apple pie and custard**

When you think you know the answer, ring our Competition Hotline number offered elsewhere on these pages.



COMPETITION HOTLINES

Want to win one of our ace prizes? Ring one of the following Competition Hotlines, leaving your name, address and correct answer.

Dino-Chi Competition 09064 774484

Magic Pudding Competition 09064 701721

Terms and Conditions:

Calls cost 60p a minute at all times. The lines are open 24 hours a day, seven days a week. The competition is open to UK residents only, and lines close at midnight on 10th October 2001. The editor's decision is final and no correspondence will be entered into.

Daring Datel products and cunning codes for the Action Replay...

Body Shock GBX

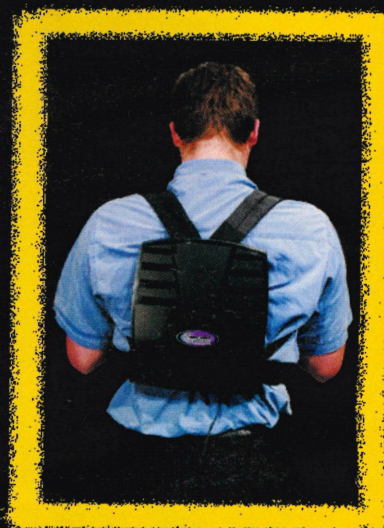
The trouble with videogames is they don't go bump in the night - or anywhen else, for that matter. Take a punch in a beat-'em-up, and it doesn't hurt. Smash your car into a brick wall in a racer, and there's no tooth-rattling impact. Come a cropper in a platform game and you don't hit the ground with a hefty thud. Until now... The Datel *Body Shock GBX* gives you that force feedback sensation by rumbling in reaction to the game's sound. If you take a turn so fast your tyres screech, the *Body Shock* rumbles as the car shudders. Slam it into a wall and it rumbles even more as the sound effects give an almighty crash. Wear it for a beat-'em-up and those blows almost hurt!

Shock Therapy

The *Body Shock* works with the Game Boy Pocket, the Game Boy Color and the Game Boy Advance. Just plug it into the earphones socket and you're away. It can be worn

front or back, the choice is yours, and it works with more than just the Game Boy too. You can plug it into practically any computer or games console, and even connect it to your TV or stereo!

The *Body Shock GBX* costs £19.99 from all good games stores, or buy online at www.d3world.com, or ring the D3 World Credit Card Hotline on 08456 010015.



A PIECE OF

Shockingly Good Value!

Hiya peeps! Ah've done it again - I got you £5 off a blisterin' *Body Shock GBX*! Usin' my special offer, ya can get a Datel *Body Shock GBX* for £14.99 instead of £19.99. How? Easy! Just ring our credit card hotline on 08456 010015, ask for a *Body Shock GBX* and say, 'Sakura sayz give me £5 off'. Simple, eh?



Instant Replay!

Sensational Datel Action Replay codes...

THE LAND BEFORE TIME

Infinite Lives
9105A0C0

Have 99 Tree Stars
9163A2C0

Multi Jumps
910521C3
910734C3

MATT HOFFMAN'S PRO BMX

Freeze Timer
9109BDCC

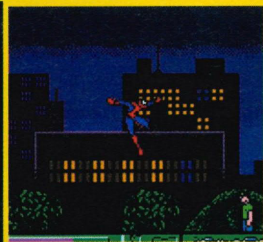
SHREK FAIRY TALE FREAKDOWN



Infinite Health, P1
916221C2

One Hit KO, P2
910122C2

SPIDER-MAN 2: THE SINISTER SIX



Infinite Health
917819C1
91788AC9

Infinite Lifes
910689C9
9106FFC9

Invincible Spiderman
911117C1

ROSWELL CONSPIRACIES



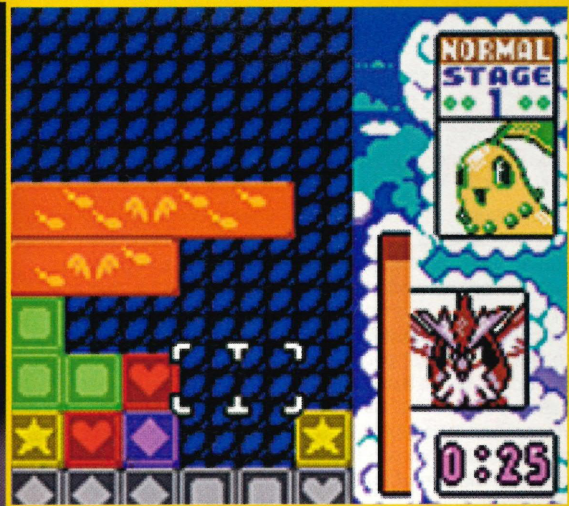
Public Never Aware
9100DCC0

All Aliens Exposed
9100DAC0

Infinite Health
966303D0

THE ACTION

POKÉMON PUZZLE CHALLENGE



Stop Timer
91006BC8

Max Score
913F42C8
914243C8
910F44C8

ROCKET POWER GETTIN' AIR

Max Score
9109DFC6
9109E0C6
9109E1C6
9109E2C6
9109E3C6
9109E4C6
9109E5C6

Max Coins
9163C5C6

Max 'L'
9109C6C6

EUROPEAN SUPER LEAGUE

Player Has 99 Goals
9163A4C8

CPU Has 0 Goals
9100A6C8

TINY TOONS BUSTER SAVES THE DAY

Infinite Lives
91067CC3

Invincible Buster
91517AC3

Always First Place
9100C7C6
9100C8C6

LOONEY TUNES RACING



CODEjunkies

For more great Action Replay codes, call the Code Junkies Hotline!

0906 774477

Calls cost 60p per minute at all times. Lines are open 24 hours a day, seven days a week. Please get the permission of the person who pays the bill before ringing Code Junkies Hotline.



RETURN FIRE

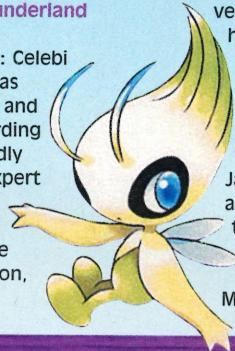
The gun girl's back with more of your lovely letters...

CELE-BYE-BYE

Dear Sakura,
Do you have any info on Celebi for *Pokémon Gold* and *Silver*?

Ian Pace, Sunderland

Sakura says: Celebi is in *Crystal* as well as *Gold* and *Silver*. According to our friendly Pokémon expert Dead-Eye Dave, on the Japanese *Crystal* version, kids could



battle people using a new mobile adapter that hooks into a cellular phone. Celebi is catchable in the Japanese version. Nintendo took him out and replaced him with Ho-oh over here, and took out the mobile phone adapter function, which only worked with the Japanese mobile system anyway. Expect Celebi to be obtainable in the UK game, but only as a 'secret' Pokémon like Mew in *Yellow*.

READY FOR ACTION



Dear Sakura,
Does the *Action Replay GBX* work with non-Advance games? Do GBC *Action Replay* cartridges like the *Xtreme* work on the Advance?

Jonathan Furst, Eher, Surrey

Sakura says: The *Action*

Replay GBX is only for Advance gamez. Old *Action Replays* (such as the *Xtreme*) work fine on the GBA, but only when you're playin' Game Boy and Game Boy Color gamez. You can't hack an Advance game with an *Action Replay Xtreme*.

If ya gonna' play both Color and Advance gamez, my advice is to get both the *Action Replay Xtreme* and the *Action Replay GBX*. They're kewl pieces of kit, y'know...

OLD SCHOOL REUNION?

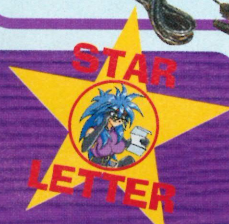
Dear Sakura,
After looking down the list of games to be released on the GBA, I was very disappointed to find a lot of old SNES games I've already completed, like *F-Zero* and *Super Mario Bros 2*, with *Mario Kart*, *Final Fight* and *Doom* to follow. What's Nintendo playing at? *Mario Bros 2* is the worst *Mario* game ever. This turnip-throwing lame game never fitted in with the rest. Why didn't they release *Super Mario All-Stars* instead? But what really takes the biscuit is *Sonic the Hedgehog*. On a handheld! Hello! Wait until I blow the dust off this old Game Gear and get some Duran Duran on the gramophone. Does Nintendo think people who play Game Boys are too young to remember the SNES games first time around, or are they trying to release as many games as possible without having the cost of producing new games from scratch?

Philip Bramhill, Selby, North Yorkshire

star letter ★ star letter ★ star letter ★ star letter

Sakura says: I hear what ya sayin', but I think ya wide o' the mark. Of course Nintendo's tryin' to get lotsa games out on the GBA, but what's wrong with that? If there aren't enough gamez, no one buyz the machine. If no one buys the machine, no one makes the gamez. Vicious circle - who moves first? The SNES ports help break that circle, getting more gamez on the shelvz, helping the GBA to sell and therefore encouragin' developerz to make more gamez. Besides, *Mario Kart* and *F-Zero* aren't straight ports. The tracks are all-new. And think of the people who WERE too young to have a

Super Nintendo, or had a Mega Drive instead? There are some great gamez out there that are perfect for the Advance, and those who've played 'em to death already don't have to buy 'em - no one's ripped off. Check out our feature on Page Ten for some forthcoming original gamez. Whatever you do, though, DON'T put Duran Duran on the gramophone. I'd rather duke it out with Major Zorgarr's robot army than listen to Duran Duran again!



U SUCK...

Dear Sakura,
Please excuse me if I offend you, dearie, but YOU SUCK ASS. You are an embodiment of every single misconception about gamers today! We are NOT, contrary to popular belief, ALL dateless PUBESCENT MALES! You are just REINFORCING the sad belief that you can take ANY old pile of guff, stick on an anime girl who looks like she's got two jumbo-sized party balloons stuck down her front, give her a gun and sell it to games-players! This doesn't exactly mean bumper fun for FEMALE gamers! Well, listen - SOME of us are intelligent, interesting individuals who will NOT buy stuff just because it has a GUN-TOTING FANTASY GIRL ON THE FRONT!

Kelly Macdonald, Edinburgh

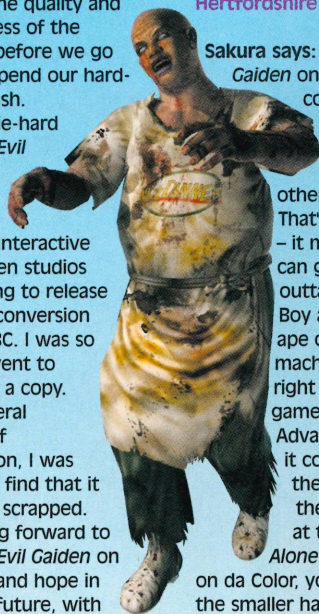
Sakura says: Calm down! Are ya sayin' ya don't want to see ANY femalez in gamez or gamez mags? Is that any more fun for female gamerz? I do agree too many female game characters are little more than under-dressed bimbos with impossible bodies and no scruples, but that don't mean we all are. I'm not just here for show, y'know. I got a job to do.

I ain't askin' ya to buy the mag 'cos it's got me in it (and I've never been on the front). Buy it 'cos of the accurate reviews, intelligent featurez, sizzlin' solutionz and amazing video. I'm interested to hear what other female gamerz think of the mag. Write in!



EVIL WALKS...

Dear Sakura,
Congratulations on the best Game Boy mag I've ever read. The free video is a superb idea because it lets you see the quality and smoothness of the graphics before we go out and spend our hard-earned cash. Being a die-hard *Resident Evil* fan, I was thrilled when Crawford Interactive and HotGen studios were going to release an exact conversion on the GBC. I was so excited I went to pre-order a copy. After several months of anticipation, I was gutted to find that it had been scrapped. I'm looking forward to *Resident Evil Gaiden* on the GBC, and hope in the near-future, with the GBA's fantastic capabilities, they can overcome the technical problems which prevented them releasing *Resident*



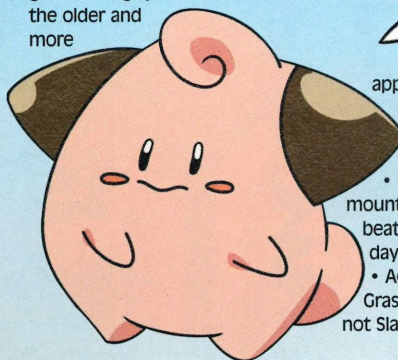
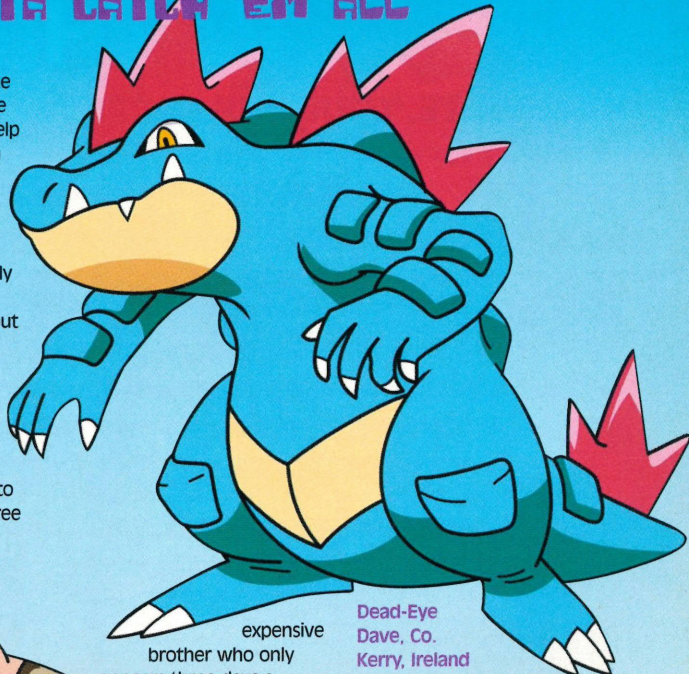
Evil on the GBC. Keep up the good work by saving our planet from dangerous aliens.
Craig Pitman, Letchworth, Hertfordshire

Sakura says: *Resident Evil Gaiden* on the GBC is a completely fresh game, never before seen on any other console. That's great news – it means they can get the most outta da Game Boy and not try to ape other machinez. You're right about a *Resi* game on the Advance, though – it could even do the 3D. But then, if ya look at the sizzlin' *Alone in the Dark* on da Color, you see even the smaller handheld can handle a *Resi*-style game. Glad you like da video. Ya right, it's great to see gamez on the move before ya buy.

STILL GOTTA CATCH 'EM ALL

Dear Sakura,
I'm a webmaster at one of the top ten Pokémon sites on the internet, and I'd be glad to help you guys out if you want. I'm not trying to sound cocky, but I've one or two comments on your *Gold* and *Silver* solution.

- Electric-type Pokémon's only weakness is Ground. Rock attacks do normal damage, but most Rock-types are half-ground anyway.
- Quagsire is immune to Electric attacks – stick to Grass, where he suffers quadruple weakness.
- The girl near the entrance to Route One does groom for free between 3pm and 4pm, but she's the worst groom in the game. The guy in Goldenrod, the older and more



expensive brother who only appears three days a week, is definitely the best. Well worth the cash.

- Red returns to the mountain every time you beat the E4, not every few days.
- Against Blastoise, use Grass and Electric attacks, not Slash.

Dead-Eye Dave, Co. Kerry, Ireland

Sakura sayz: Hey, thanx Dave! Pokémon's a complicated game, and there's always room for more tips and hints from an expert. Thanx for correctin' our misconceptionz and addin' a few words of wisdom. Good luck with ya web page too!

SURFIN' GBA

Dear Sakura,
Kirby Surfin' would make a really cool game, don't you think?
Michael Weaver, Albrighton, Shrops

Sakura says: I sure do, especially if they used the tilt sensor they developed for *Kirby Tilt 'n' Tumble*. 'Bout time that came out in the UK too...



UNORIGINAL...

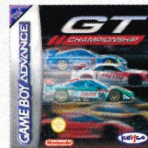
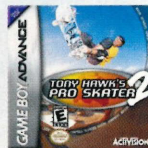
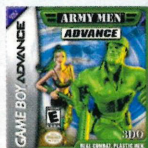
Hi,
I couldn't agree more with R Supward's letter about the poor quality of GBA launch titles. With 32-bit, you'd expect more than remakes of 16-bit games. If they're going to remake games, where are the 32-bit classics like *Metal Gear Solid*, *WWF SmackDown* and *Sonic the Hedgehog*? Instead we have Mega Drive and SNES remakes.

Why is *Rayman* a copy of the crap PSX version? It's too hard for anyone who isn't a gaming master, and with a lot of under-tens buying Game Boy games thanks to Pokémon, it's pointless. When is someone going to do something new?

Usman Sheikh, Shawlands, Glasgow

Sakura says: Well, yes – and no. Not all the launch titles were conversionz – check

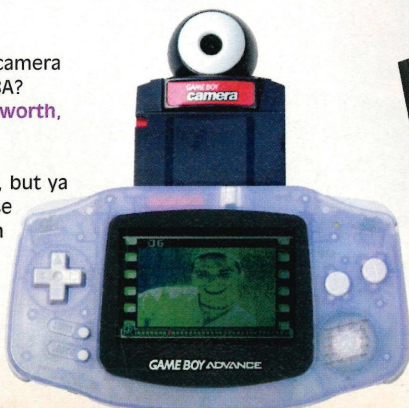
out *Army Men Advance*, *Kuru Kuru Kururin* and *Konami Crazy Racerz*. Also, some kewl 32-bit gamez were converted, like *Tony Hawk's Pro Skater 2* and *Chu Chu Rocket* (pity they did *Ready 2 Rumble Boxing: Round 2*, though). I agree we need more originalz, but they're comin'. Let's hope the release rate speedz up by Christmas – after the launch titlez, the next wave of games were VERY slow comin'.



SNAP-HAPPY CHAPPIE

Dear Sakura,
Is a colour Game Boy camera coming out for the GBA?
Alex Sobell, Rickmansworth, Herts

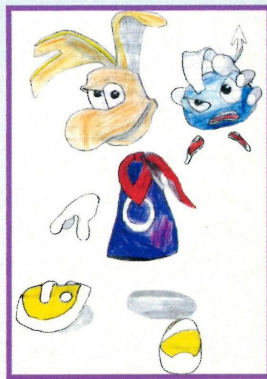
Sakura says: No plans, but ya never know! Ya can use the current camera on an Advance, but ya only get it in black and white.



Got somethin' on ya mind? Wanna get it off ya chest (just to mix a metaphor)? Write to me! Our Star Letter winner getz a Dattel World Port, and the others bag a Code Junkies T-shirt. Remember to include your FULL postal address, though – ya

can't win if I don't know where to send ya prize! State ya T-shirt size too – Medium or Extra Large.

Send all your happenin' letterz to: Sakura, GBX Magazine, Stafford Road, Stone, Staffordshire ST15 0DG or e-mail me at sakura@gbxtreme.co.uk



BACK WITH A BANG!

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Missed an issue of GBX? No worries. Just order it through our back issues service. Just ring our £1.50-a-minute phone line, and the cost of the mag is covered by the call. Simple!

Issue One!

Our sizzling first issue featured ten amazing Advance reviews, including Castlevania: Circle of the Moon, GT Advance, F-Zero: Maximum Velocity, Mario Advance and Kuru Kuru Kururin.

On the Color, Pokémon Gold & Silver, Pokémon Puzzle Challenge, Alone in the Dark and many more get the GBX treatment.

On the video, there's Rayman Advance, Konami Krazy Racers, Rainbow Islands and much, much more.

Issue Two!

Our sizzling second issue featured: Bomberman Tournament, GT Championship, Tony Hawk's Pro Skater 2 and Tweety and the Magic Gems on the Advance.

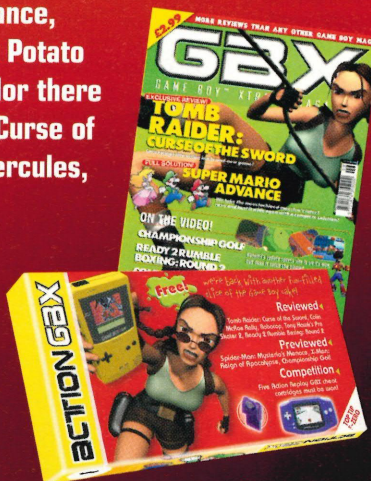
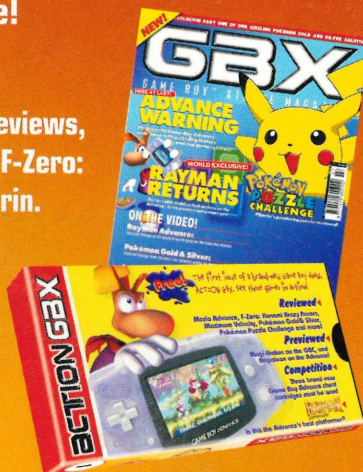
1942, Comander Keen, FA Premier League STARS 2001 and Prince Naseem Boxing lead an all-star Game Boy Color cast.

On the video, there's Bomberman Tournament, Pokémon Crystal, Final Fight One and VIP, among others.

Issue Three!

Issue Three's Advance games included Army Men Advance, Denki Blocks!, Earthworm Jim, Fire Pro Wrestling, Hot Potato and High Heat Major League Baseball 2002. On the Color there was an exclusive review of the amazing Tomb Raider: Curse of the Sword, Snoopy Tennis, Mat Hoffman's Pro BMX, Hercules, Denki Blocks!, The Mummy returns and Xena: Warrior Princess.

Not only that, there's a feature on emulation, and a complete solution for Super Mario Advance. On the video is exclusive footage of Tomb Raider: Curse of the Sword, Ready to Rumble Boxing: Round 2, Colin McRae Rally and Tony Hawk's Pro Skater 2.



ACTION TIPS

Are you ready for action? With our cut-out-and-keep cheat cards, you're always prepared!



1: First, cut out your sizzling Action Tips coupons.



2: Store them in your game boxes, along with the cart. If you haven't got the game, keep it somewhere safe in case you decide to buy it one day.



3: Whenever you play the game, you're always got the cheats handy!

ACTION TIPS:
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THE ULTIMATE CHEAT CARD CARTRIDGE FOR GAME BOY™
ACTION REPLAY
XTREME

ACTION REPLAY
GBX

The greatest cheat carts
ever to hit the handheld...

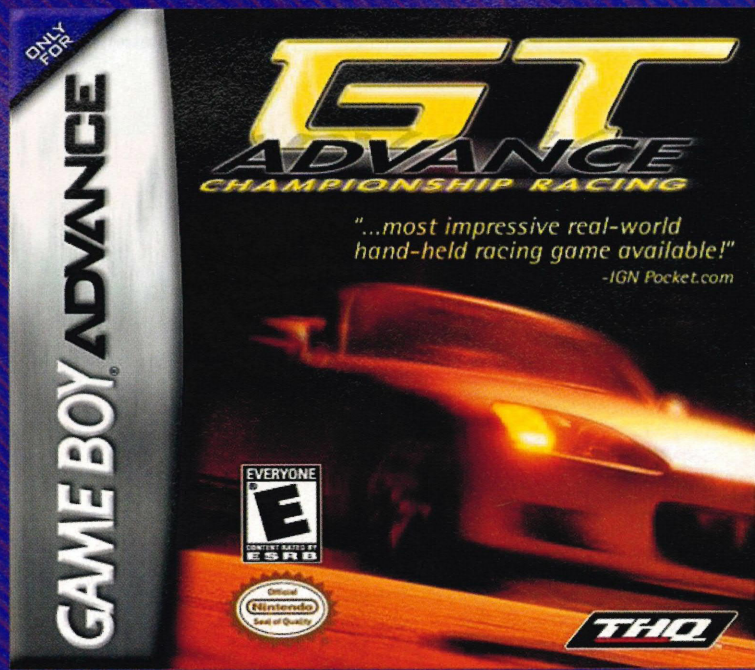
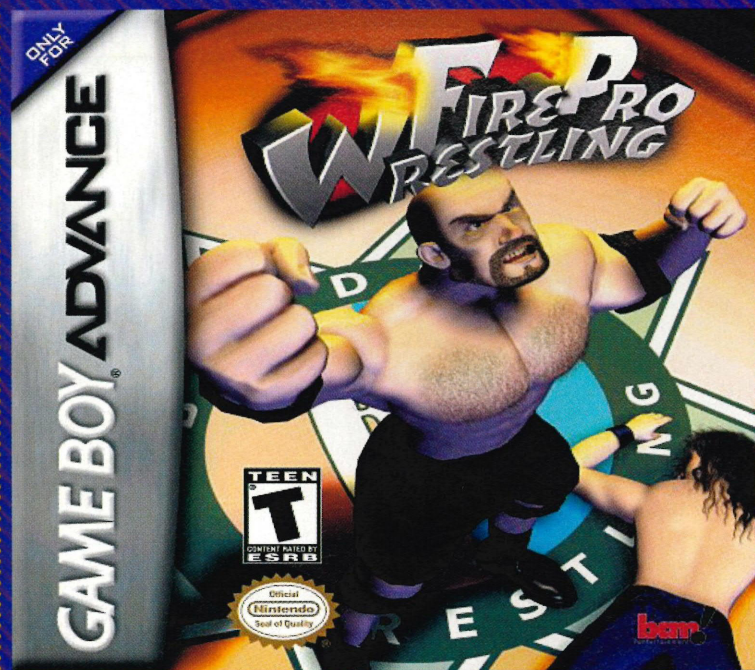
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ACTION TIPS

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INFINITE
AMMOEXTRA
CHARACTERSINFINITE
HEALTHEXTRA
VEHICLESALL
WEAPONSINFINITE
LIVES

EARTHWORM JIM

Level Skip

To skip to a specific level, at any time during the game, press the Start Button to pause the game, and enter the following:

What The Heck

Select Button, Right Shoulder, B, ↓, Left Shoulder, B

Down The Tubes

↑, Left Shoulder, ↓, A, Right Shoulder, A

Snot A Problem

Right Shoulder, ↑, Select, Left Shoulder, Right Shoulder, ←

Level 5

Right Shoulder, Left Shoulder, A, B, B, A, Left Shoulder, Right Shoulder

For Pete's Sake

→, ←, Right Shoulder, Left Shoulder, A, Right Shoulder

Buttville

Left Shoulder, A, ↑, Right Shoulder, A, Right Shoulder, A, Select



CHU CHU ROCKET



Unlock New Modes

Chu Chu Rocket has three bonus modes.

To unlock Hard Mode, complete Normal.

To unlock Special Mode, complete Hard.

Finally, to unlock Mania Mode, complete Special.



GBX

CT Advance

Go to the screen with Start and a picture of the car. Hold L+R, then enter one of the following codes. Do it right and you hear a chime.

All Tracks: ↑ → + B

All Cars: ↑ → + B

All Tune-Ups: ↓ → + B

View Credits: ↑ + B

Extra Mode: 1 → + B

Alternately, select Championship Mode and win the Beginner, Middle, and High speed classes. An Extra 1 option is now unlocked at the main menu. Select it to race in mini-cars.

Extra Mode 2: ← + B

Alternately, select Championship Mode and win all four classes. You must finish in first place in all races. This unlocks the Formula 1 car and the Extra 2 option at the main menu.

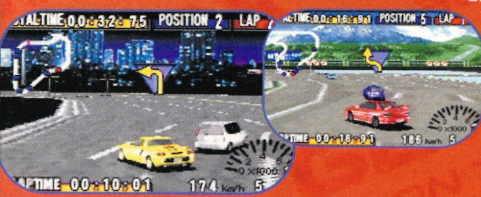
All Cars and Modes

Enter S/PD W1/H L8Q8 > VbB as a case-sensitive password to unlock all cars and modes.

High-Speed Mode and More

Enter 2QJD + D1Q 9FY2 5B0C

as a case-sensitive password to unlock High-Speed Mode, 31 cars and have all first place wins.



GBX

FIRE PRO WRESTLING

Winning a Grapple

First, always use the attacks at their correct strengths. At first, only use the B button, and the B+directional button attacks. These are the light attacks, and have the greatest chance of success on a fresh opponent.

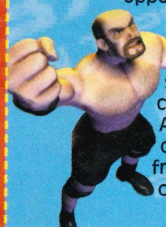
Time your attacks correctly. When the two wrestlers are about to grapple, wait for the moment when their arms make contact. At exactly this time, you should enter the button command for the move you want to execute. It's okay to be slightly early, but the computer opponent is challenging, and makes you pay if you're off the mark. The same holds true for countering rear holds. As soon as your opponent grabs you from behind, hit the A or B button to counter.



A good way to gauge when you should progress from B (Light) to A (Medium) to A+B (Strong) attacks is the

amount of time your opponent takes to get up off the mat. Continue using Light attacks and strikes if the opponent is always on his feet or always springing right back up. If you have time to use two ground strikes when he's downed, you should move on to Medium attacks. If you have plenty of time to manoeuvre after he's downed, or your opponent is starting to tire/dizzy, it's time to finish him off with lots of Strong (A+B) attacks.

Finally, don't expect to succeed by blasting away on all the buttons at once. You won't.



GBX

KONAMI KRAZY RAGERS

Play as Bear

Start a race on the Cyber Field 2 track. Collect the blue diamond between the two holes near the finish line. Complete the race and save the game. Bear is unlocked on the Character Selection Screen.

Play as King

Start a race on the Sky Bridge 2 track. Collect the Blue Bell power-up, then find the jump just before the large gap. Note the blue diamond on a platform just to the right of the jump. Jump towards the platform, using the power-up for an extra boost. Collect the blue diamond, complete the race, and save the game. King is unlocked on the Character Selection Screen.

Play as Vic Viper

Start a race on the Moon Road track. Collect the Blue Bell power-up, then find the first long jump on the track. Jump and use the power-up for an extra boost to land on a long platform that has the blue diamond. Collect the blue diamond, complete the race, and save the game. Vic Viper will be unlocked on the Character Selection Screen.

Play as Ebisumaru

Unlock Bear, then play the Ganbare Dochu 1 and 2 tracks with Bear and beat the record time to unlock Ebisumaru.



GBX

IRIDIUM 3D

Level Select

Enter "S3L3CT0N" as a password. Then, enter "SH0WT1M3" as a password.

Gallery Mode

Enter "G4LL3RY" as a password.

Boss Fights

To start at a Boss, enter the Game Options screen and highlight the Start Level selection. Select a level, then highlight the Start At Boss selection. Choose Yes, then OK to go to the Boss fight for that level.

Level Passwords

2: N1PBBDG8V
3: XG#BVMVFW
4: 85DCVLQVC
5: GNWCVBGMD
6: SP2CBBV8J



GBX

ACTION TIPS

Sick of pouring through your magazine collection looking for cheats? With Action Tips collector's cards you no longer have to! Just cut out the cheat card and keep it in your game box along with the cart! What could be simpler? If you haven't got the game, keep the card safe in case you splash out on it one day.

GAMEBOY COLOR



KONAMI

METAL GEAR
SOLID

EVERYONE
E
CONTENT RATED BY ESRB

Official Nintendo Seal of Quality

ONLY FOR
GAMEBOY
COLOR

GAMEBOY COLOR



Pokémon
Gotta catch 'em all!

CRYSTAL VERSION

Official Nintendo Seal of Quality

EVERYONE
E
CONTENT RATED BY ESRB

Nintendo

PART OF THE GOLD/SILVER SERIES

ONLY FOR
GAMEBOY ADVANCE



RAYMAN
ADVANCE

LICENSED BY
Nintendo

Official Nintendo Seal of Quality

Ubi Soft

GAMEBOY COLOR



Razor
FREESTYLE SCOOTER

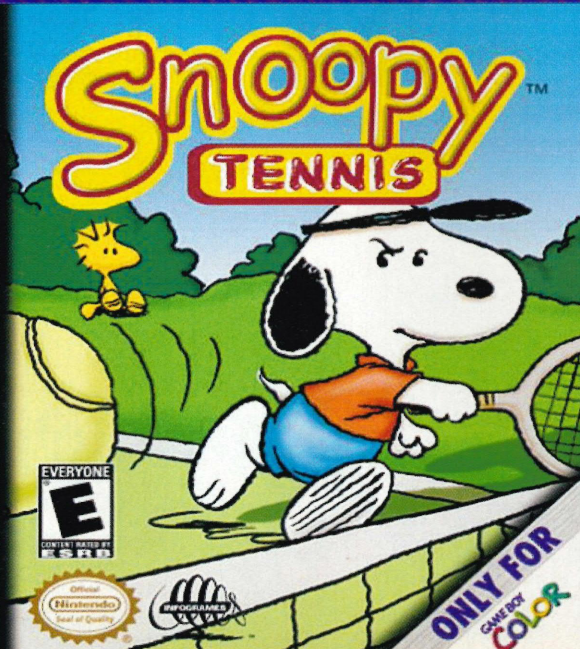
EVERYONE
E
CONTENT RATED BY ESRB

Official Nintendo Seal of Quality

CRAVE
TECHNOLOGIES

ONLY FOR
GAMEBOY
COLOR

GAMEBOY COLOR



Snoopy
TENNIS

EVERYONE
E
CONTENT RATED BY ESRB

Official Nintendo Seal of Quality

ONLY FOR
GAMEBOY
COLOR

GAMEBOY COLOR



Wacky Races

EVERYONE
E
CONTENT RATED BY ESRB

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CARTOON NETWORK

ONLY FOR
GAMEBOY
COLOR

INFINITE
AMMOEXTRA
CHARACTERSINFINITE
HEALTHEXTRA
VEHICLESALL
WEAPONSINFINITE
LIVES

POKEMON CRYSTAL

Unowns

In the back of each puzzle room in the ruins of Alph is a word formed by Unowns. They require you to do things in order to get into a back room. In one place, you must equip a Water Stone. In another, you must put a Ho-Oh first in your line-up. In another you must use an Escape Rope. In another you must use Flash. Once in the back room, pick up the items and fall down the hole to find a room with a message about Unown. Fall down the hole there to return to the Unown shrine.

Celebi

Very few people in the UK will have the equipment for this trick, but here it is anyway. Hook up the mobile adapter. Go to the communication centre in Goldenrod City, and read the message on the lockers to the right of the room. They will talk about a present from the future. Leave and the blue-haired nurse will ask you to defeat all



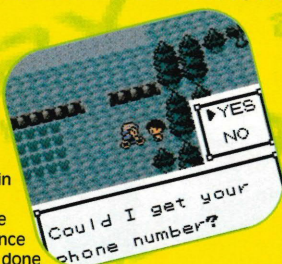
16 gyms in order to obtain the GS Ball. Once you have done so, give the GS Ball to Kurt. The next day, he will give it back. Put it in the shrine in the Ilex forest and a Level 30 Celebi will attack you.

Suicune

Find a Suicune in three different places (right out of National Park, below the bush by Mount Mortar, and up in Cianwood). Then, go to Tin Tower, and a Suicune will appear to fight you.

Mysterious Channel 13.5

Use your radio in the ruins of Alph to tune into Channel 13.5. You will hear mysterious sounds made by the Unown.



GBX

METAL GEAR SOLID

Sound Menu

Successfully complete the VR training missions with a 100% ranking. The sound menu is unlocked at the options screen and allows all game sounds and music to be played.

Special Stage Select

Successfully complete the game on Easy or greater difficulty setting. The Special Stage Select allows any level to be played with new mission objectives.

Plot Revelation

Successfully complete stages in the Special Stage Select to get No. 4 to reveal pieces of the plot.

In-Game Entertainment

Successfully complete the game, and then start a new game. Dial up 140.07 on the Codec to hear some in-game entertainment.



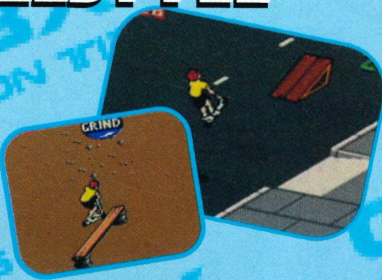
GBX

RAZOR FREESTYLE SCOOTER

Level Passwords

Enter the following codes at the Password screen to unlock the corresponding level:

Level 2: Y2QXMZNNHLLQLBLM9L
Level 3: GJ9ZP35TROQQLBCV1N
Level 4: YWGBRDTT00LLBHXWS
Level 5: HOSQTNVTW000VBHYS
Level 6: 2111YQ7TY010ZBHVFS
Level 7: M2D98XBT00202BHWBS



ACTION REPLAY

Always Turbo
9109BFC8
9109C7C8

Always Bonus
9109C9C8
9109D1C8

Infinite Cash
910961C6
910962C6
910963C6

Max Score
910970C8

910971C8

910972C8

910973C8

916349C9

9100C7C9
9100D1C9

GBX

RAYMAN ADVANCE

On the Quit menu (press Start during the game), punch the following in sequence to get the related cheat. A sound should be heard when you have the cheat turned on. To get several cheat codes for the same game, be sure to quit the menu then access it again before punching in a new code.

99 lives

←, →, ↑, ↓, ←, →, R

Invincibility

←, →, ↑, ↓, ←, →, R

All Powers

↓, ←, →, ←, ↑, L

All Levels

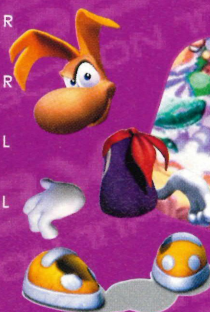
↑, ←, →, ↓, ↓, L

25 More Tings

R, ↑, ←, →, ↑, L

Full Health

L, ↓, ←, ↑, ↓, R



GBX

WACKY RACES

For all racers and tracks, enter MUTTLEY as a password.



GBX

SNOOPY TENNIS

Unlock Woodstock

To unlock everyone's favourite little yellow bird, go to the Password screen and input WHGX. You can now play as Woodstock.



ACTION REPLAY

P1 Max Score

910926C3
910927C3
910928C3

P2 Max Score

910929C3
91092AC3
91092BC3

P1 Score 0

910026C3
910027C3
910028C3

P2 Score 0

910029C3
91002AC3
91002BC3



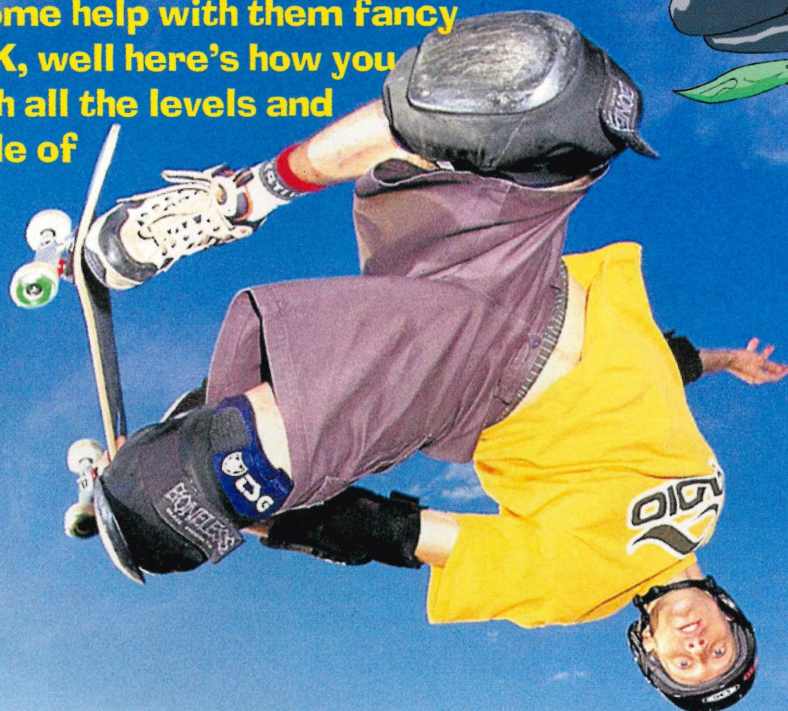
GBX

X

SOLUTIONS • TIPS • PLAYER'S GUIDES

XTREME solutions

So you want some help with them fancy moves, huh? OK, well here's how you can get through all the levels and acquire the title of Skate God...



TONY HAWK'S PRO SKATER 2



Level 1: Hangar, Meacham Field, Texas

Get S-K-A-T-E by grinding the rail over the HP (halfpipe) near the start, and ollie to get the S. Get the K by grabbing some serious air off the banked wall behind the aeroplane. Stay with the plane, and ollie off the ramp going over it for the A. You need some speed to get T – approach the middle wall at such an angle that you can ollie off the edge and grab it. For the E, grind over the lip on the far left wall, and ollie when you reach it.

Getting all five barrels is easy. The first one is just inside the HP near the start. Just beyond the HP is the second, and the third is further down, just to the right of the aeroplane. To get the fourth, it's easiest to grind the lip of the far wall – the barrel is located just before the dividing wall to the left. The last one is in a little enclosure on the far left of the level – just turn into it from one of the banked walls.

The first set of Pilot Wings are hovering above the starting

ramp, so just jump diagonally from the inside wall, and grab 'em in the air. Then head for the HP, and ollie over it near the wall, to get the wings there. For the next set, grind the lower wall rail in the direction of the helicopter – grind right to the end and drop onto the Wings above the wall. Now ride straight up the ramp next to the barrier wall, and ollie near the top of the ramp to grab the Wings. Lastly, grind the bump on the other side of the wall and ollie when you're underneath the

Pilot Wings. Nosegrinding over the pipe is simplicity itself. Just head toward the HP, holding [UP]+A as you get to the lip. Nosegrind all the way to the other side of the pipe.

The three hangtime gaps require some major air – the first involves jumping right over the HP near the start, which is quite easy. The second requires you to jump over the aeroplane – there's a wooden ramp for you to jump off, but make sure you jump at the right angle. The last one needs you to clear the helicopter –

get some speed up, ollie off the ramp at one side of the helicopter, and pray!

The hidden tape is a bit of a bummer. Firstly, you have to grind the propeller on the wall over the HP – ollie off the banked ramp, and hold down 'A'. Then you need to grind the top of the ramp just behind the barrel on the far left of the level, ollie to the left from it, and you should appear in the wind tunnel. Now use the HP to gain some major speed, and then jump diagonally across the gap in front of the wind tunnel entrance.

Level 2: School II, Southern California

To get S-K-A-T-E, start by grinding the ramp to the right of the start point. Ollie to reach the S. You can get the K from the courtyard near where the S was – get up the ramp, ollie from it and do a spinning move. For A, find the small rectangle building with a cement bench. Grind the bench, starting from the right – you get it from the bench. Head towards the ramp at the lower-right of the level to get the T – ollie and spin off it from a slight angle to grab it. From here, approach the building on the right (there are two) – grind the rail and ollie before the end of it to get the E.

Five bells are your next targets. On the same building where you got that E, there's a bell on the side facing the other building. Just grind as you ollie into the side of the building and ride into the bell. From there, go to the top-right of the level. Ollie off the raised platform opposite the stairs, and wall ride all the way to the bell. For the next bell, head back to the main section of the level. On your way, generate enough speed to wall ride and hit the bell on the wall of the huge building. Remember the building where you found the A? Head for it, and find the side facing the edge of the level. The bell's up

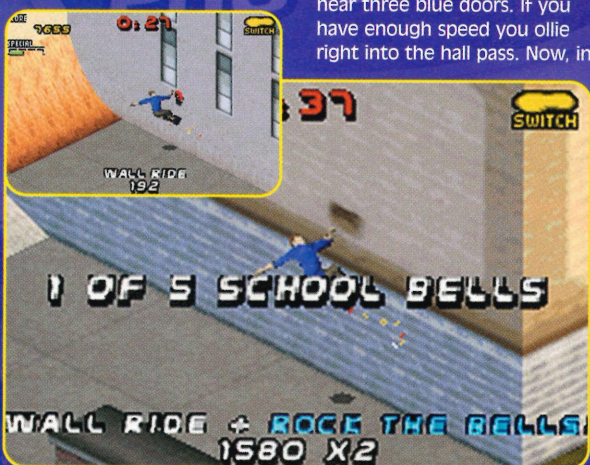


on the middle window, so get enough speed to start your wall ride at the edge of the building, and ride into the bell. The last bell is near the start, and a somewhat tricky one. You need to wall ride on the building that makes the upper edge of the level, and wall ride up to the bell.

Next, you need to get five hall passes. To begin with, grind the rail between the stairs and the big ramp near the start, and ollie up to it in the air. Optionally, you can just ollie to it from the stairs if you're up to it. Next, find the picnic tables a little to the right of the hall pass mentioned above. Ollie onto the edge of the table, and grind until you are near the end of the table, and then ollie again to get the next hall pass. Now gain a lot of speed and ollie up to a rail near three blue doors. If you have enough speed you ollie right into the hall pass. Now, in

the lower right-hand area of the level, there is a hall pass between two wooden ramps. Just ride up one of the ramps, diagonally, and jump diagonally across to the other ramp, and spin while in the air to grab this hall pass. This one has to be the easiest one in the level. Simply go to the right of the last hall pass, to a raised platform. Grind the lip of the platform, and ollie up to the hall pass when near it.

You can kickflip TC's roof gap on the two buildings in the lower right-hand area of the level. Try to make sure that you have built up your speed, air, and ollie stats before trying this – that makes it a lot easier. Use a ramp on the border of the level to help you get some speed, and then ollie off of a small ramp to get onto the first roof. Then, basically just ollie to the building next to it while doing a kickflip in the air.



Do the Demo

Here's a bit of advice – watch the demo for every level. You get to see the layout of each level, and where the items are. You probably see the CPU player pull some excellent tricks, which give you ideas for

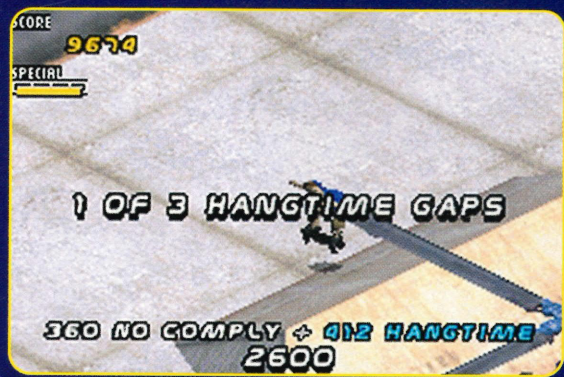
your own high-scoring combos. You also see where the Line Gaps are and how to do 'em, which is well worth it – they may require fingers as nimble as those of a brain surgeon, but your reward is a stack of points.



The Gap's on the Map (Somewhere)...

There are different types of 'gaps' to be found, often worth loads of dosh. There are Air Gaps (jumping over something etc.), Grind Gaps (usually involving transferring a grind from one object to another),

Manual Gaps (perform a manual over something), Lip Gaps (nothing to do with a punch in the face, but involving lip tricks) and Line Gaps (flippin' hard to pull off, usually involving wallrides or somesuch).



Here's how you grind the first of the three roll call rails. Look in the lower right-hand area of the level. There is a ramp near a set of stairs, so use this ramp to ollie up onto the rail of the stairway, and grind the entire rail to the very end. The next rail is at the huge staircase near the start. Just grind from the very top of either rail, all the way to the end. For the last Roll Call rail, get onto the same rooftop you did to kickflip TC's roof Gap, and grind the rail you find there.

The hidden tape; remember the courtyard with the ramp?



Go up that ramp to gain some speed, then head to the opposite side of the courtyard and use the ramp there to ollie onto the rooftop. When there, try to maintain the same speed and ollie off of the air conditioner to the top of the other building. Drop down into the enclosed courtyard area, and ollie up onto the ledge and grind to the tape.

Level 3: Marseille, France

For the first three heats of this course it's best to do nothing but amass some cash to boost your stats, then you're ready for the competition.



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CASH \$1200

COMPETITION INVITE #1

13

THE BLUETORCH PRO BOWL

- 3 HEATS PER SKATER
- BEST 2 HEATS WINS
- POINTS DEDUCTED FOR BAILS

COMPETE FOR \$7550 IN CASH & PRIZES!

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FIND ALL CASH ICONS TO 100% THE LEVEL

PRESS A TO PLAY B TO GO BACK

Real Skaters Don't Cheat

Oh yes they do. You see, if you finish the game with a certain character, you're given a different cheat. Finish the game with Tony Hawk to be awarded Perfect Balance. Complete it with Bob Burnquist, and from

then his special moves are always available. Here's the rest for you to find: Stud Mode, Sims Mode, Moon Physics, Always Zoom, The Shadow, Fugitive, Disco Lights, Invisibility and Other Side.



Level 4: Warehouse, Troy, New York

Before you begin collecting S-K-A-T-E, get some speed, then go to the small ramps at the left side of the level, ollie off one of the ramps there and grab the S in the air between the two ramps, or the kicker gap. To get K grind the lowest rail on the back wall of the level, and just grind into it. A is easy too; just find the taxicab surrounded by wooden ramps. Simply ollie off the wooden ramp up to the A floating over the taxi. To get T, from the right ramp at the start, at the bottom of the ramp make a small u-turn and go to the ramp to the right of the bottom of the right starting ramp. Go up then down this ramp and then jump the halfpipe next to it, and grab the T in the air over the halfpipe. To get E, simply go up the ramp to the left of the left starting ramp, ollie when near the E, and grab it.

The first of five crates is right at the start, next to the ramp behind you when you start. The next crate is near where you got the E. Simply ollie up to the ramp where you found E, and the crate's there. Now, go to the puddle of oil on the left side of the level. There is a crate in the middle of the puddle. Ollie the edge of the tongue-shaped platform, then ollie onto it to get this



crate. The last crate is behind the halfpipe, next to the raised platform with the rail.

The first spray can is behind the start point up the two ramps. The next is on the ramp near the halfpipe, to the right of the two big ramps. The third is on the raised platform behind the halfpipe, on the platform with a rail. The fourth can is in the upper right-hand corner of the level, and the last is opposite the oil spill above the ramp.

The first 'oldkool' gap can be found at the starting ramp



between the two vert ramps. Gain speed, hit one ramp and head diagonally towards the other ramp when you jump,



Switch and Nollie

Change the position of your skater's feet on the board by switching, and ollie backwards (nollie) – by pressing the L and R buttons respectively. These two, in conjunction with flip/grab tricks, help you earn more points than you can with a conventional trick.



Hidden Characters

You can play as Spider-Man by pressing the following (either at the main menu or while the game is paused);
↑ ↑ ↓ ↓ ← → → B A
Start. To unlock Mindy, you

have to be something of a ninja – you need to have full everything (money, stats, medals, the lot!) for every skater. See? Told you!

and try to jump across the big starting ramp to the vert ramp on the other side. If you got the S, then you've probably already got this gap, but this gap is on the two small ramps on the left side of the level. Just jump from one ramp to the other. The last gap is to jump over the tongue-shaped platform. Just hit one wall, and ollie right over the tongue-shaped platform.

For the Big Rail, look for the rail all by itself in the middle of the level. When you go to grind it, hold [DOWN] on the Control Pad, and grind the entire rail.

Level 5: New York City, New York

To get the S for S-K-A-T-E, grind the bench near the start point, and ollie onto the cement wall and grind the wall in the direction of the left side of the level. Just before the wall gap, ollie for the S. For K, head for the ramp near the blue cow, go up the ramp and perform enough vert moves to get high enough to grab the K from above the ramp. Grind the blue bench near the blue cow area and ollie up for A. Now follow the path near the blue bench until you come to the area with a rail on each side. Ollie on to the right hand rail and grind and then ollie again to grab the T. Once you've got the T and left the path you see two ramps. You need to ride one of the ramps and ollie to the other to grab the E.

The first Subway token is floating near the starting point, so ollie off of one of the ramps into the air and grab the token. For the next, go to the ramp that leads to the lower right-hand area of the level, and then grind the right-hand rail and ollie up to the token. For the third, go to the broken bridge path near the blue cow and grind the right-hand side of the bridge wall, then ollie for the

token. Now, head down the path where you found the T and at the end go up the wooden ramp. Ollie off of the ramp for the token. The last token can be found above the gap between the two small ramps next to the building that forms the upper part of the level. Just ollie off of one of the ramps towards the other to grab the token.

The first fire hydrant is near the right-hand bench at the start, but you need to ollie to get it as it's floating (as are the other two hydrants). You find the next in the upper right hand corner of the level. Ride the sidewalk and once again ollie to grab the hydrant. The last is where you found E, near the two big cement ramps.

For Joey's sculpture, turn right from the start and jump over the railing and land on the big rail in the lower right-hand corner. Then do a 50-50 grind on the whole thing.

Ready for some cow capers? Ok, find the raised platform above the blue cow and ollie from one side to the other over the cow. Then, line up at one end of the cow and ollie and grind the entire cows back to complete the blue cow bronco.

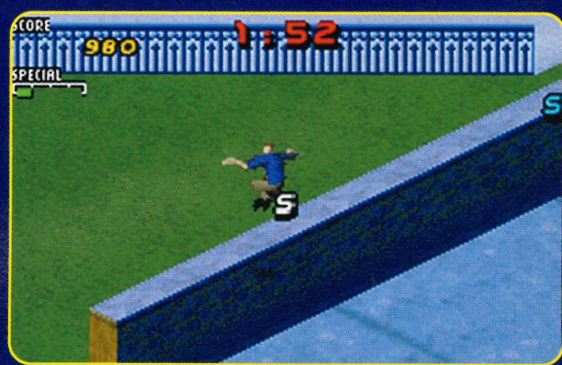
For the final hidden tape, use a small ramp in front of the upper building where you found one of the subway tokens. Ollie off of the ramp and wallride up to the rail, grind your way to the electric sign and ollie up to it. Grind the sign until you come to the fire escape and then ollie up to it. You now need to grind and ollie your way up the fire escape until you finally come to the hidden tape.



Keep Your Balance

To balance on a grind, TAP (and we mean tap) the control pad left or right. That moves the little green bar to the left or right, see? It's difficult at first, but it does get easier with practice.

When you have no balance left, it's usually time to ollie off your grind (and remember to pull a trick as you do so!). You can also balance manuals by aping up or down.



Everybody do the Combo

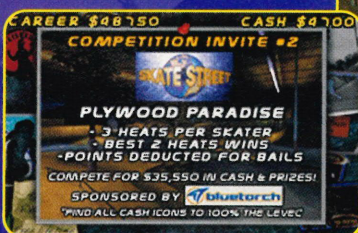
Trick combos can boost your score something wicked. Level One (hangar) is a brilliant place to try it; start off by getting your special meter up. You can do this easily by doing a

fancy grab over the halfpipe at the start of the level (airwalk, melon - anything you want). Use your accrued speed + special to grind, flip and ollie like a thing possessed!



Level 6: Skate Street, Ventura

Same as the first competition back in France, so use the opportunity to collect loads of dosh to boost your stats.



Secret Level: Rooftops, Boston

To gain access to the Rooftops, Boston (the secret level) go to the main menu or in-game pause menu then hold R, press A,

Start, A, → ↑ ↑ ↓ ↓ ↑ ↑ ↓, There's nothing really do here, just mess around and have fun!

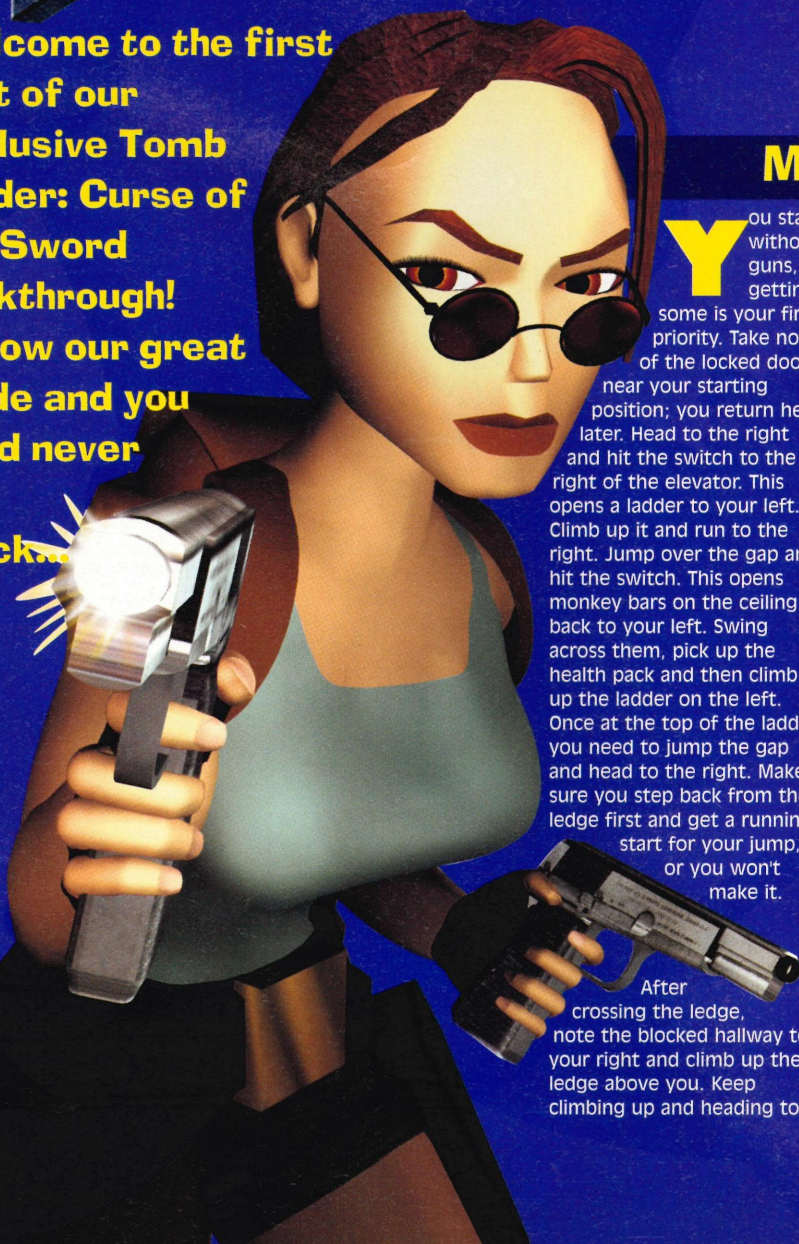
LARA CROFT TOMB RAIDER



Part One

CURSE OF THE SWORD

Welcome to the first part of our exclusive Tomb Raider: Curse of the Sword walkthrough! Follow our great guide and you need never get stuck.



Museum

You start without guns, so getting some is your first priority. Take note of the locked door near your starting position; you return here later. Head to the right and hit the switch to the right of the elevator. This opens a ladder to your left. Climb up it and run to the right. Jump over the gap and hit the switch. This opens monkey bars on the ceiling back to your left. Swing across them, pick up the health pack and then climb up the ladder on the left. Once at the top of the ladder you need to jump the gap and head to the right. Make sure you step back from the ledge first and get a running start for your jump, or you won't make it.

After crossing the ledge, note the blocked hallway to your right and climb up the ledge above you. Keep climbing up and heading to

the right until you come to a switch in the wall. Hit it and go back to the hallway that was blocked off; it's open now and you can reach the key that was there. This key opens the door at the very start of the level, so head back there.

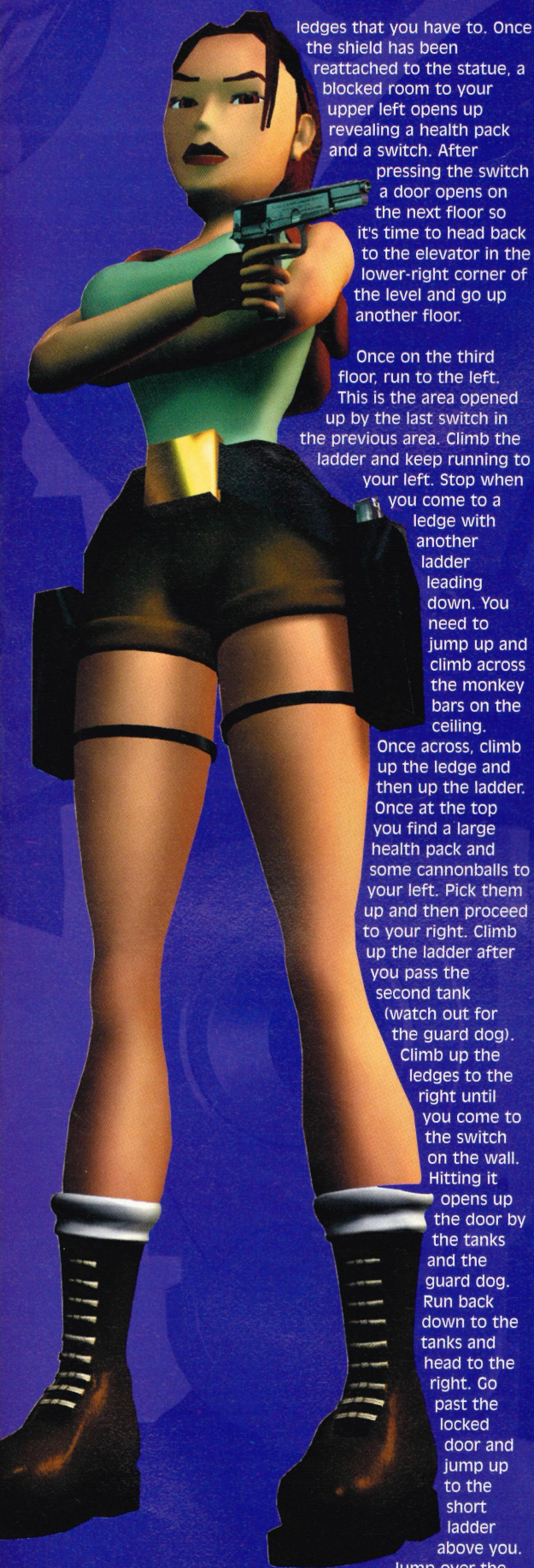
Open the door and walk through it. This area has cables dangling from the ceiling and spikes. You need to swing across the cables to the very far side of the room where you find a save point and a power generator. Save the game and press A while in front of the generator to turn on the power. This activates the elevator you passed by earlier in the level, but also electrifies the cables you used to cross over the spikes. After you turn on the generator, turn around and go back to the door you used to enter this room. You need to time it just right as you climb back over the cables so you don't get shocked in the process.

Once back out of the room, head to the right and use the elevator to go up one floor. From there, head to the left,

climbing up ledges until you reach a switch. It opens up a ladder near you. Climb up it and jump the gap to the left. You see three statues; notice that the centre one is missing a shield. Keep going to the right and jump up to the ledge to pick up the key. From there drop down and unlock the door.

Go Fer Yer Guns...

In the next room climb up the ledges to your right until you come across a guard blocking your path. To get around him you need to climb up the ladder above you, run to the right, and then back down the ladder on the other side. Be sure to pick up the health pack on the way. Once behind him, save your game and open the trapdoor underneath the guard by pressing the switch in the statue bust (the A button icon appears when you are in front of this statue). Climb down the ladder through the newly-opened passageway and collect the shield at the bottom. Now it's time to go back to the incomplete statue. Climb back up the ladder and head to the left to get back to the other room. Once there, keep going to the left, climbing up any



ledges that you have to. Once the shield has been reattached to the statue, a blocked room to your upper left opens up revealing a health pack and a switch. After pressing the switch a door opens on the next floor so it's time to head back to the elevator in the lower-right corner of the level and go up another floor.

Once on the third floor, run to the left. This is the area opened up by the last switch in the previous area. Climb the ladder and keep running to your left. Stop when you come to a ledge with another ladder leading down. You need to jump up and climb across the monkey bars on the ceiling.

Once across, climb up the ledge and then up the ladder. Once at the top you find a large health pack and some cannonballs to your left. Pick them up and then proceed to your right. Climb up the ladder after you pass the second tank (watch out for the guard dog).

Climb up the ledges to the right until you come to the switch on the wall. Hitting it opens up the door by the tanks and the guard dog. Run back down to the tanks and head to the right. Go past the locked door and jump up to the short ladder above you. Jump over the

rat and get the crowbar on the far side of the ledge. Jump back down, and then down again. On this ledge you find a cannon that you can aim and fire using the cannonballs you found earlier. You need to use the cannon to take out a guard off-screen to the right. When aiming the cannon press the Up button three times and you're on target.

Big Booby Prizes

After taking out the guard, run over to where he was standing and hit the switch. This opens a ladder to your right. Climb up it and get the key and pistol lying there. The way up is blocked, so you need to find the Fire Exit key. Go back down the ladder and run to the left. You need to find the locked door you passed earlier. Run to the left and climb up two ladders to get to the locked door. Once in the next room go to the right and climb up the ledge. Press Select to draw your guns because an enemy is waiting for you to the right. As soon as you see him, duck down and start firing. He can't hit you while you are crouched, so keep firing away until he falls. Once you are through with him, keep going to the right. You have to defeat another guard, but soon after you see a ladder leading to some monkey bars on the ceiling. Climb up and then to the left. Keep running to the left (jumping over any gaps) until you see a ladder leading downwards. Climb down it and then check to make sure that you have at least 25% health. If not then use a health pack. Jump up to the monkey bars to your right and climb down the ladder leading to the airplane. Press the button the plane to drop the bomb, opening up the passage (if you have not collected the crowbar, you cannot drop the bomb). You fall down the newly-opened hole. To your left you find a small health pack; pick it up and then go to the right. You drop down a couple of ledges and then start heading to the left. Climb across the monkey bars and activate the switch you find on the far side. Drop down below where the newly opened area to your right. You'll have to do a very long jump here so be sure to

hold down the B button while in mid-air to grab onto the ledge. Take out the guard and pick up the key.

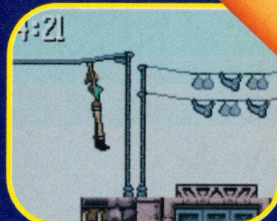
Now you must find your way out of this room. Go back to the left, up the ledges, over the monkey bars, up again and then to the left to reach the door. Once out you need to head over to where you picked up the gun. Keep running to the right until you see a

ladder on the right wall. Climb up it and you see a keyhole to your right. Use the key in it and it opens another ladder. Climb it and it leads to the end of the level.

Rooftops

You only have five minutes to get through this level so don't take your time.

Keep running to the right, jumping from rooftop to rooftop. At first the jumps have lower rooftops underneath so if you miss your jumps you just lose time, but later on you die if you fall - be sure to save at the start of the level. Use the wires strung between buildings to climb across (like the monkey bars) and watch out for any enemies. There's a tricky jump near the end of the level where you're sliding down a slope and have to jump to a ledge on the far side of a gap. The best way to time this jump would be to press the jump button while you are still far away from the ledge of the slope. If you wait until you are too close to the edge then you



just fall off and have to start over from your last save point. Right after that tricky jump you face off against the boss. He attacks you from above dropping bombs on you from a helicopter. Just keep shooting him and using health packs until the cut scene plays and you beat him.

Abandoned Subway 1

You start this level falling down a shaft. When you hit the bottom, go to the left and climb down the ladder. You find a fuse and some ammo if you crawl to the left from the bottom of the ladder. This way is a dead end so you have to climb back up the ladder to go where you started the level. From there go to the right, jumping down any ledges you see. When you come across an enemy take him out and then shoot at the switch on the ceiling above where he was. This opens up the trapdoor to your left. Climb the ladder down that hole. It takes you to a landing in the middle of the vertical shaft. There is a broken circuit breaker and a locked door here. Use the fuse on the circuit breaker and it tells you that you need to collect four total fuses to get it working again. Continue down the ladder and run to the right where you find a save point in the middle of a spike pit. If you walk through the spikes they won't hurt you, so take your time as you walk across to reach the save point. Go back to the left, and once you have cleared the spikes jump up to the ledge with the switch on it. Pressing the switch opens up some monkey bars on the ceiling for a short time. Immediately jump up to the bars and climb across. If you take too long you fall off into the spikes. After crossing the spikes you see a doorway off to your right; walk through it.

You have to be very careful going through the next section. The ceiling is collapsing so watch out for falling rocks. If you see some pebbles falling to the ground

watch out because a huge boulder soon follows. From the entrance of this room head to the right and jump up on top of the first subway car you see. Climb up to the ledge above it and then the ladder on that ledge. From there shoot the switch on the ceiling and jump over to the platform on the far left side. This leads to a doorway. Go through the doorway and get the fuse. Go back through and drop down to the subway car. Running on the subway car's roof, head to the right and use the save point on the next car. Climb the ladder to your right. Climbing the ladder here can be tricky; as you ascend the shaft rocks start to fall on you. As soon as you see some pebbles falling towards you press the D-pad away from the wall you are climbing and press the B button. You do a backflip off of the ladder and land on the other side. Keep doing this back and forth to dodge the rocks.

Train Troubles

Once at the top, go to the left. Jump the gap and climb down the ladder. As soon as you see some pebbles falling over you press the B button to let go of the ladder and fall. Hopefully the rock will have narrowly missed you. Kill the enemy on the platform to your left and head in that direction.

Climb the ladder above you and swing across the monkey bars to find another switch on the ceiling. Shoot it and note the location of the door that opened. It is at the top of the shaft where you had to jump across back and forth to dodge rocks. Go back to the right, jump over the gap and go through the door. In this room you see another fuse on the far end of a gap. Get it and return through the door.

Now climb down the ladder to your left to get back on top of the subway cars again. Go to the right to find the shaft with the opened door (be sure to save on the way). Once at the top of the shaft go to the right and drop down off the ledge. Jump over the gap to pick up a health pack and

then drop down the ladder. Rocks are falling on you again so on your way down jump back and forth like you did climbing up the other ladders. At the bottom of the hole you find yourself in another broken up subway car. Run through it to the left and jump up on top of the next subway car you see. On

top of it you find the last fuse. Pick it up and head back to the locked door at the start of the level.



Well, that wraps it up for this month. Stay tuned for the next instalment of our sizzling solution next ish! Make sure you don't miss it - check out our incredible subscriptions offer on Page 40...



ON THE SHELVES



Our monthly round-up of almost every game on the Game Boy scene...



The South American dictator General Fiszt eluded me once more. I had him pinned down in a concrete bunker in the middle of da jungle. He thought it was his secret hideaway, but I knew all about it - I'd holed up there with Johanna Dark once, while spyin' on - erm, actually that's classified, so I'd better not tell ya. Anyway, Fiszt and his cronies went down the main manhole, so I wedged the secret escape tunnel with a couple'a dodgy Game Boy cartz. The bad guyz were trapped! I dropped in a couple'a stun grenadez and went stormin' in.

'Yeppers', I thought. 'Got him!'. Trouble is, it wasn't Fiszt at all - it was a smeggin' decoy!

After some subtle interrogation, I found where Fiszt has bolted to, and I'm after him! And when I find him, I'm gonna stick a bag of dud cartz right up his - ya get the picture. But as YOU don't need'ta disembowel South American warlords with dud gamez, here's ya monthly guide to what to get and which to avoid like a hungry Accurian sandworm...



1,2,3... >

102 Dalmatians:

Puppies to the Rescue69%
Great graphics, hollow design - typical Disney platformer...

194285%
Classic shooting action from Capcom. Has all the charm and appeal of the coin-op.

3D Pocket Pool89%
The best ball-'n'-baize game on the GB yet - bar none! Real class.

72038%
The skateboard sim's 45° perspective makes it awkward.

A >

Action Man58%
Weak controls and an average game. Takes time to get into.

Aliens: Thanatos Encounter . .37%
Tedious top-down blaster destroyed by disastrous flaws.

Alfred's Adventure86%
Platformer with lots to do but little to see. Great fun, though...

Alice in Wonderland65%
Another dated platformer. Disney must try harder.

All-Star Baseball 200075%
Interesting baseball sim. Not an ideal sport to convert, though.

All-Star Baseball 200175%
Another baseball sim. Updated rosters, if anyone cares.

All-Star Tennis 200081%
Not a bad game of tennis, but not as good as Mario's marvel.

Alone in the Dark: TNN81%
Absolutely sumptuous arcade adventure in the *Resi Evil* mould. Greatest graphics ever!

Animorphs45%
Dreadful RPG, a poor man's Pokémon without the good bits.

Antz78%
Okayish platformer. Fun, but derivative.

Antz Racing68%
Great graphics, but it's difficult to anticipate the corners properly.

Armorines: Project SWARM . .60%
Awkward blaster. Would have been good if it weren't so clumsy.

Army Men76%
Little green men and their little brown foes. Fun shoot-'em-up.

Army Men 282%
More polished than the original, but aiming is awkward at times.

Army Men: Air Combat80%
Micro version of *Desert Strike*? It plays really well too!

Army Men: Sarge's Heroes . .55%
What went wrong? Boring, limited and an insult to *Army Men*.

Asteroids80%
Fine update of the Atari classic. A real cool customer.

Austin Powers: Oh Behave . .30%
A terrible collection of gimmicks with next to no gameplay.

Austin Powers: Welcome to my Underground Lair22%
Almost the same as *Oh Behave*, but somehow even worse.

Azure Dreams69%
An old PSX RPG comes to the GBC - not a bad effort either.

B >

Babe and Friends68%
A weird sheep-herding puzzle game that doesn't quite come off.

Backgammon79%
It's backgammon. On the Game Boy. No more, no less. So there.

Ballistic80%
If you can get your head round the rules, this puzzler isn't bad.

Barbie Fashion Games65%
More of a toy than a game, but not at all bad. Honest!

Barbie: Ocean Discovery . . .60%
A collection of simple mini-games for the younger gamer.

Bass Masters Classic52%
Nothing particularly classic about this fishy angling sim.

Batman: Chaos in Gotham . .35%
Sad and sorry Batman offering with stupid gameplay flaws.

Batman of the Future: ROTJ90%
Sizzling scrolling fighter. Not too tough, but great fun.

Battleship70%
Game Boy version of the classic pen-and-paper game.

BattleTanx38%
Incredibly weak shooter. Drive to enemy, blast until it dies, repeat...

Billy Bob's Huntin' & Fishin' .60%
Play a southern redneck in this wild frontier sim. Interesting...

Black Bass Lure Fishing . . .45%
Another dud game based on the world's most boring sport.

Blade89%
Attractive, colourful and dynamic, but a little too short.

Blaster Master: Enemy Below 67%
Strange drive-and-walk platformer that doesn't really gel. Poor visuals too.

Boarder Zone73%
Simplistic snowboarding sim with poor graphics but OK playability.

Bob the Builder68%
It's for the kids, but not a bad game. Toddlers only, though.

Bubble Bobble Classic90%
Riveting retro action with Bub and Bob. A genuine classic!

Buffy the Vampire Slayer . .80%
High-kickin' high jinks with the vampire-hunting vixen. Cool.

Bugs and Lola70%
Not the Looney Tunes series' finest hour, but not a bad game.

Bugs Bunny in Crazy Castle 3 73%
Interesting puzzle platformer, but betrays its B&W roots.

Bugs Bunny in Crazy Castle 4 78%
Graphics much improved, but essentially more of the same.

Bust-a-Move 479%
Dreadful graphics, but great puzzlin' fun.

Bust-a-Move Millennium . .20%
Where did they go wrong? This is ugly, awkward and smeg.

Buzz Lightyear of Star Command33%
Shoddy and basic *Toy Story* cartoon spin-off. A pile of pants.

Caesar's Palace 227%
A completely pointless casino sim. Don't take a gamble on it.

Cannon Fodder97%
A scorching shooter. Original, attractive and funny - fantastic!

Carl Lewis Athletics

.91%

The best multi-eventer yet. A real gold medal winner...

Carmageddon35%
Awkward, irritating driver with abysmal controls. Give it a miss...

Casper80%
This adventure game for kids will appeal to the kid in us all.

Catwoman40%
Dodgy action game. You'd have more fun with a ball of string.

Catz/Dogz43%
This *Tamagotchi*-type toy gets very boring very quickly.

Centipede60%
The original's cool, but this shoddy conversion wins no friends.

Championship Motocross 2001 Featuring Ricky Carmichael .80%
Good racing and enemy AI, but the tracks are too long.

Chase HQ Secret Police . . .70%
Average conversion of race-'n'-chase coin-op. Weak visuals.

Chessmaster, The89%
Really great chess sim only let down by the lack of modes.

Chicken Run83%
Stealth and puzzle-solving in this escape-'em-up. *Feather Gear Solid*?

Colin McRae Rally82%
Colin McRae's gets the TOCA treatment; a sizzling GBC racer. Tough, but ace.

Commander Keen79%
The kid commando returns in a colourful platform blast. Not bad, but no classic.

Conker's Pocket Tales80%
Interesting arcade adventure that gets better as it goes on.

Construction Zone19%
A lousy effort – so workmanlike its jeans hang over its bottom.

Cool Bricks82%
Sizzling *Breakout* clone with power-ups galore. Top stuff.

Crazy Bikers85%
This crazy cart handles like a dream and even packs a track editor.

Croc40%
Dodgy platformer that's not a patch on Nintendo's classics.

Croc 290%
What a difference! The reptilian rascal's second outing is streets ahead of the first.

Cross Country Racing39%
Just another into-the-screen racer. Nothing special at all.

Cyber Tiger39%
Dodgy golf sim with awkward controls and weak physics.

Dave Mirra Freestyle BMX93%
Looks good, plays well, feels just right – stunt BMX perfection!

Daffy Duck: Fowl Play67%
The level design on this one is much better than its graphics.

Daikatana93%
Brilliant real-time RPG in the *Zelda* mould. Tough combat.

David O'Leary Total Soccer .88%
Fab footie outing licensed from the Leeds Utd manager.

Deadly Skies11%
Terrible plane combat game that plays itself to a large degree.

Denki Blocks!90%
The GBC version of this sizzling puzzler is only a few modes behind the Advance version.

Déjà Vu I & II80%
Perplexing detective point-and-click adventures. Challenging.

Dexter's Lab: Robot Rampage 75%
Fun retro rave, but a complete rip-off of *Elevator Action*. Buy the genuine version first.

Dinosaur'Us57%
Great graphics, but this action adventure doesn't really cut it.

Disney's Aladdin91%
Fab Mega Drive conversion which proves Disney can design games after all.

Disney's Beauty and the Beast .58%
A reasonable collection of mini-games, but nothing special.

Disney's A Bug's Life49%
Neat graphics, but a purely functional design. Typical Disney...

Disney's Donald Duck: Quack Attack68%
Exceptional graphics, but design puts the bog in bog-standard.

Disney's Dinosaur43%
Too much empty space, too little to do, and the visuals stink.

Disney's Tarzan90%
For once, Disney's visuals are matched by cool level design.

Disney's The Emperor's New Groove60%
Mediocre gameplay, and even the graphics aren't outstanding.

Disney's Toy Story 281%
Another Disney platformer, but this is a cut above the rest.

Dizzy's Candy Quest82%
A great little puzzler that's dazzlingly addictive and great fun to play.

Donkey Kong Country98%
SNES classic comes to GBC. An absolutely brilliant platformer.

Doug's Big Game52%
A reasonable adventure, but too repetitive in the long term.

Dragon Dance43%
Novel ideas, but not all work well. Not a great *Breakout* clone.

Dragon's Lair19%
On every format, this game features excellent graphics and no gameplay. Same story here...

Dragon Warrior Monsters91%
This Pokémon-inspired offering completely drops the cute angle.

Driver88%
Top-down getaway game in which you play an undercover cop.

Dropzone83%
All-time classic blaster comes to the Game Boy with a vengeance.

Duke Nukem85%
This platform shooter offers guns galore and a high body count.

Dukes of Hazard: Racing for Home .90%
Really cool mission-based action driver. Tough, but challenging too.

EA PL STARS 200173%
Good footie sim, but suffers from weak goalies and awkward long passes.

Earthworm Jim: Menace to the Galaxy75%
Neat enough platformer, but nothing to set the world on fire.

ECW Hardcore Revolution . .30%
Boring bone-bender with very little going for it. Not good.

Elevator Action77%
Top retro coin-op update. A good blasting gather-'em-up.

European Super League . . .63%
Graphically excellent, but buttock-clenchingly slow.

Evel Knievel73%
The Seventies stuntman leaps onto the GB in a reasonable game.

Extreme Sports with the Berenstein Bears77%
Simplistic but fun multi-eventer. It's for the kids, y'know...

F1 Championship Season 200089%
At last someone's achieved something with the F1 licence.

F1 Racing Championship . . .67%
We've seen worse, but this could still be a whole lot better.

F1 World Grand Prix65%
Plays okay, but essentially another missed opportunity.

F-18 Thunderstrike49%
These into-the-screen blasters never work well on the GBC.

FIFA 200020%
This footie flop plays like Birmingham City – badly.

Flintstones Burgertime in Bedrock57%
One of the all-time greats (*Burgertime*) badly mucked up.

Flipper and Lokapa79%
Cartoony platformer. Pretty good fun, if a little generic.

Force 2170%
Abysmal graphics mar an interesting real-time strategy sim.

Formula One 200059%
Is there no end to these sub-standard F1 racers?

Frogger80%
Update of an old coin-op. It leaves you hopping mad...

Game & Watch Gallery 2 . .88%
Pixel-perfect ports of LCD classics. Look out for *Donkey Kong*.

Game & Watch Gallery 3 . . .90%
More LCD marvels, but with much-improved graphics.

Games Frenzy40%
A collection of games that really didn't need to come to the GBC.

Gex: Enter the Gecko82%
Entertaining and involved platformer – cool main character.

Gex 3: Deep Pocket Gecko .80%
Another winner from the wizard lizard, but not quite a classic.

Ghosts 'n Goblins72%
A retro rave from the grave in one of the earliest platformers. Well converted to GBC too.

Gift70%
Not a bad arcade puzzler, but it's no *Zelda*-zonker. Ho hum...

Godzilla65%
Innovative, but also awkward and samey. Well intentioned, but ultimately flawed.

Golden Goal70%
Not a bad little footie sim, but it's been overtaken since.

Grand Theft Auto70%
Is this the first Game Boy game where you play a criminal?

Grinch, The88%
Weak graphics but the *Pac-Man*-inspired gameplay is fantastic.

Hands of Time78%
Interesting story and intelligently-designed maps make up for weak graphics.

Hello Kitty's Cube Frenzy . .88%
Beautifully simple puzzler. Weak visuals, but packed with fun.

Heroes of Might and Magic .87%
Hugely ambitious PC port – works well, but the sprites are small.

Harvest Moon84%
An RPG based on farming? Don't laugh – it's great!

Harvest Moon 291%
Bigger, better, more to do – the sequel improves on an already-cool game.

Hello Kitty's Cube Frenzy . .88%
Mediocre graphics fail to destroy this cool puzzler. Great stuff!

Hercules: The Legendary Journeys 48%
Another dodgy arcade adventure that makes its main character look ridiculous.

Hexcite80%
This one's okay when you get the hang of it, but tricky at first.

Hollywood Pinball59%
Great range of tables, but none of them really shine. Not good.

Hot Wheels Stunt Track Driver 47%
There's nothing hot about this limited driver. No lastability.

Hype the Time Quest78%
Playmobil RPG for beginners. Not a bad foot in the door.

Indiana Jones and the Infernal Machine72%
Sizzling graphics, but too much pointless wandering about. Needs more plot too.

Inspector Gadget89%
Colourful platformer featuring Gadget, Penny and the mutt.

International Karate 2000 .89%
Classic beat-'em-up that works brilliantly on the handheld.

International Superstar Soccer 200060%
Not a terrible kick-about, but not a classic.

International Track & Field Summer Games69%
Playable, but eclipsed by the superior *Carl Lewis Athletics*.

ISS Pro 9974%
Reasonably okayish footie game, but *O'Leary Manager* is better.

Jeremy McGrath Supercross 2000 .85%
Fun game to play, but the colour scheme is simply terrible.

Jim Henson's Muppets49%
Terrible platformer with poor use of colour and poorer playability.

Jimmy White's Cueball75%
Interesting baize-basher with good physics and lots of options.

Joust/Defender88%
Two classic '80s coin-ops on one cool cart. Bring 'em on!

Jungle Book, The: Mowgli's Wild Adventure 90%
Excellent platform frolics. Great graphics and top gameplay.

Karate Joe80%
Retro action in Rocket's blast-from-the-past budget beat-'em-up.

Ken Griffey Jr s Slugfest . .45%
Just another baseball game, and no better than most of them.

Klax89%
Pristine puzzler from the old school. Score with tile patterns.

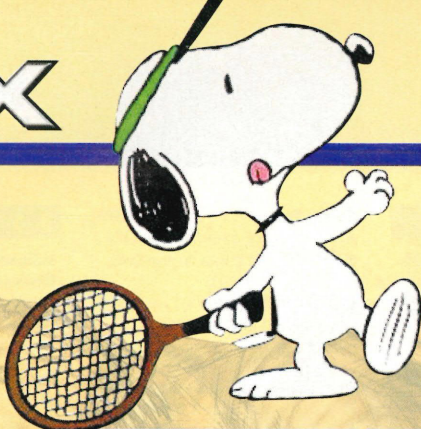
Kluster67%
A *Tetris* clone which captures little of the excitement of the original.

Knockout Kings89%
One of the Game Boy's best sluggers. Brill boxing bonanza.

Konami GB Col Vol 173%
Castlevania, *Gradius*, *Probotector* and *Konami Racing*.

Konami GB Col Vol 280%
Parodius, *Block Game*, *Track & Field*, *Frogger*.

Konami GB Col Vol 375%
Pop 'n' Twinbee, *Bikers*, *Mystical Ninja*, *Guttang Gottung*.



Konami GB Col Vol 470%
Gradius II, Castlevania II, Arctic Adventure, Yie Ar Kung Fu.

L >

LEGO Alpha Team82%
Interesting Lemmings-style puzzler based on the LEGO men.

LEGO Racers37%
The cars look good, but too hard and too reliant on speed-ups.

LEGO Stunt Rally17%
Incredibly poor Scalextric-style racer. A complete stinker.

Le Mans 24 Hours42%
The cars look good, but too hard and too reliant on speed-ups.

Lion King 2: Simba's Mighty Adventure68%
Cartoon platformer with cool graphics, but lacking in challenge.

Little Mermaid II: Pinball Frenzy82%
Win 16 mini-games on two tables in this sizzling pinball sim.

Logical67%
Interesting and original puzzler, but it doesn't quite come off.

Looney Tunes70%
No real surprises here, but that doesn't make it a bad game.

Looney Tunes: Carrot Crazy . .80%
More of the same, but better. Looks absolutely sumptuous.

Looney Tunes Collector: Martian Alert87%
Pokémon meets platformer with Bugs Bunny as the star.

Looney Tunes Collector: Martian Revenge89%
Another outing for the Loony Tunes boyz, and a cool game.

Looney Tunes Racing55%
Seen-it-all-before driving effort that's too easy and too boring. YAWWWWWN!

Lucky Luke78%
Great fun, but you'll complete it in a few hours. Ideal for beginners.

M >

Madden NFL 200078%
Nuts-'n'-bolts gridiron game. Only for American footie fans.

Magical Drop68%
Another puzzler in the Tetris mould. A little jaded, but playable.

Magical Tetris Challenge . .80%
Disney-themed Tetris, but not as good as the original effort.

Marble Madness19%
Dodgy controls make this coin-op conversion near-unplayable.

Mario Golf96%
The game that puts the fun back into golf. Links with N64 version.

Mario Tennis94%
Tennis with character development and N64-transfer compatibility.

Mary-Kate and Ashley Pocket Planner80%
Address book, diary, notepad, games - it's a complete organizer.

Mask of Zorro40%
Yawnsome platform runaround that plays like a brick.

Matchbox: Emergency Patrol .75%
Mission-based madness in the Driver mould, but for the kids. Not bad fun.

Mat Hoffman's BMX81%
Ramps, tricks, stunts. Tony Hawk's on two wheels, but none the worse for it.

Mat Hoffman's Pro BMX . .79%
Cool two-wheeled extreme sports game for action addicts.

Maya the Bee Garden Adventures71%
Interesting arcade adventure - not bad for the younger gamer.

Mega Man Xtreme66%
Enjoyable blast with many strengths, but far too many silly flaws. Mixed news.

Men in Black27%
Colourful and visually appealing, but gameplay badly flawed.

Men in Black 256%
Soulless reworking of other platformers; gaping flaws.

Merlin70%
Visually appetising platformer, but too short and samey.

Metal Gear Solid95%
2D sneak-around in which you infiltrate enemy territory.

Mickey's Racing Adventure . .83%
Kart-style game featuring Mickey and chums. Plays well.

Micro Machines 1 & 2 Twin Turbo90%
Race mini-vehicles over school desks, pool tables and more.

Micro Machines V393%
Sizzling desktop driver featuring tiny cars, tanks, speedboats and more.

Microsoft Games27%
Dodgy collection of time-killers ported from the PC.

Microsoft Pinball Arcade . .68%
A walk through pinball history with genuine tables reproduced for the GBC. Lacks depth.

Microsoft Puzzle Collection .40%
OK for five minutes, but there are better ways of killing time.

Missile Command50%
Classic coin-op, but doesn't work well with a D-pad.

Mission: Impossible80%
Workmanlike visuals sell short what is essentially a great game.

Monkey Puncher35%
Sad monkey-training game that borrows from Pokémon and Tamagotchi.

Monopoly71%
Does anyone want this on the GBC? If you do, this version's good.

Montezuma's Return68%
Simplistic platformer based on an old '80s effort. Not bad.

Moonin's Tale39%
It's for kids, but that's no excuse for the lack of gameplay.

Moon Patrol/Spy Hunter . .70%
Two more relics from the '80s arcades. Short-lived fun.

Mortal Kombat 438%
Cuts and gore, but no gameplay. A truly awful conversion.

Mr Driller85%
Playable puzzler let down only by its lack of options.

Mr Nutz70%
Run-of-the-mill platformer starring a red squirrel.

Ms Pac-Man Color Special Edition80%
Another retro effort. Wakkka wakkka, wakkka...

MTV Sports: Pure Ride78%
Has its moments, but ultimately clumsy and awkward.

MTV Sports: Skateboarding .60%
Lacks the atmosphere and playability of Tony Hawk's 2.

Mummy, The53%
This game defines the term 'mediocre'. Repetitive too...

Mummy Returns12%
Woefully embarrassing game with no redeeming features. Buy it for your worst enemy.

N >

NASCAR Challenge38%
Driving round in circles soon grates. Deathly dull.

NASCAR 200040%
Good car graphics, but it's still those blessed ovals. Yawn!

NBA In The Zone41%
Bad yank sports games should be dropped into the Atlantic.

NBA In The Zone 2000 . . .65%
Not too bad, but still a candidate for a watery grave.

NBA Jam '9970%
Good graphics, but lacks that certain something.

NBA Jam 200171%
Added polish, but doesn't address some of the series' key flaws.

NFL Blitz 200040%
The Game Boy isn't the natural home for a gridiron game.

NHL 200040%
Messy ice hockey game with none of the sport's high-speed thrills.

NHL Blades of Steel50%
Another ice hockey game that shoots wide of the mark.

Noddy and the Birthday Party75%
This gather-'em-up for kids is pretty good fun. If you're young.

O >

O'Leary Manager 200092%
Arcade and management sections fuse perfectly in this killer game.

Oddworld Adventures II . . .55%
Irritating Abe game. Better than the first effort, but still not great.

P >

Pac-Man: Special Color Edition89%
He's irresistible, especially with a Tetris-style sub-game included.

Painter88%
Retro budget offering that can still raise a smile or two. Could do with level codes.

Paperboy48%
This dodgy cyclist is about as much fun as a paper round.

Perfect Dark93%
Learning curve too steep, but overall this game's almost perfect.

Pitfall: Beyond the Jungle .70%
Retro update of the classic Indiana Jones-style platformer.

Player Manager 200166%
Packed with features, but O'Leary still wins the cup.

Pocket Bomberman79%
Okayish, but not as good as classic Bomberman games.

Pocket Bowling76%
This ten-pin game is surprisingly playable. Strike!

Pocket GT Racing57%
Into-the-screen racers rarely work, and this is no exception.

Pocket Soccer90%
Five-a-side American style in this fantastic arcade footie game.

Pokémon Blue/Red91%
Graphics suffer due to black and white compatibility, but the game's top.

Pokémon Gold & Silver .90%
The pocket monsters are back in their greatest games yet!

Pokémon Pinball78%
Catch 'em, evolve 'em, collect 'em. Works surprisingly well.

Pokémon Puzzle Challenge .87%
Great puzzler, but Pokémon connection somewhat tenuous.

Pokémon Yellow96%
Polished and improved update on Pokémons Red and Blue.

Pokémon Trading Card Game 82%
Cool, but not as much fun as a 'real' Pokémon outing.



Pong: The Next Level**.20%**
It stinks! Buy an old Binatone machine from a car boot sale.

Pop N' Pop**.89%**
Superb puzzler, but what happened to Adventure Mode?

Portal Runner**.59%**
Boring, awkward platformer from the *Army Men* stable.

Powerpuff Girls**.38%**
Three woeful games which play almost identically and offer no thrills at all.

Power Quest**.80%**
Not a bad little beat-'em-up, but get *IK 2000* first.

Power Rangers Lightspeed Rescue**.79%**
Fun platform puzzler. Rescue citizens and beat war bots.

Prince Naseem Boxing**.85%**
Heavy hitter starring The Prince. Has depth and fun in abundance.

Prince of Persia**.90%**
It's an all-time classic, featuring incredible animation.

Pro Pool**.85%**
Neat game of pool, but we still prefer playing down the pub.

Project S-II**.76%**
Retro-style shooter from the old school. Action-packed.

Puchi Carat**.50%**
Interesting idea for a puzzler, but it's ultimately unsatisfying.

Puzzled**.42%**
Yet another puzzler for the Game Boy that misses the mark.

Quest for Camelot**.74%**
It's no *Zelda*, but it's a competent RPG nonetheless.

Qix Adventures**.90%**
Superb update of the old coin-op. A timelessy terrific game.

Rayman**.92%**
Colourful and cute platformer. Looks and plays really well.

Rainbow Islands**.88%**
Cool coin-op conversion, but collision detection wobbly.

Rainbow Six**.42%**
Set your strategy before blasting. Not at home on the GBC.

R-Type DX**.97%**
The best blaster on the Game Boy, bar none. An excellent package.

Rampage World Tour**.38%**
This jaded building basher should never have come to the GBC.

Rampage 2: Universal Tour**.40%**
More of the same, and still rubbish. Should be condemned...

Rampart**.80%**
Build walls, fire cannons, sink ships - medieval madness.

Ready 2 Rumble Boxing**.68%**
The cartoon fighter comes to the GBC, with limited success.

Reservoir Rat**.80%**
Simplistic but fun platformer that will appeal to the kid in us all.

Revelations: The Demon Slayer**.90%**
One of the best RPGs. Appeals to magic-and-monsters fans.

Rhino Rumble**.81%**
The cutest rhino ever stars in a sizzling platform opus. Top stuff!

Rip-Tide Racer**.20%**
Disastrous racer, fails on every level. Can finish it in an hour.

Road Rash**.82%**
Fast and furious biker bash. One of the best into-screen drivers.

Road to Eldorado, The**.67%**
Sumptuous-looking platformer with deathly-dull level design.

Road Champs**.93%**
Excellent BMX stunt outing with great controls and top graphics.

Roadsters**.45%**
Lousy on the Game Boy, just like it is everywhere else.

Robin Hood**.42%**
Could've been cool, but hard-to-see hazards make it a real chore.

Robocop**.62%**
This halfway house between an RPG and a blaster doesn't altogether succeed, but it has its moments.

Robot Wars**.19%**
No gameplay. Embarrassing waste of a potentially-good licence.

Roland Garros Tennis 2000**.69%**
Plays pretty well, but is eclipsed by the superior *Mario Tennis*.

Ronaldo V-Football**.75%**
This one's fun, but isn't as good as it aspires to be.

Roswell Conspiracies: Aliens, Myths & Legends**.52%**
Repetitive. Repetitive. Repetitive. And we repeat, repetitive.

Rugrats in Paris**.65%**
Only really recommended for fans of the Rugrats - mediocre.

Rugrats: The Movie**.78%**
Simple platformer, but great fun while it lasts. One for the kids...

Rugrats: Time Travellers**.70%**
More of the same. Not innovative or original, but it's still fun.

Sabrina the Animated Series: Zapped**.82%**
It's for the kids, but nonetheless well designed and executed.

San Francisco Rush 2049**.45%**
Dodgy driver with no speed and terrible bugs. A travesty.

Scooby Doo: Classic Creep Capers**.72%**
Point-and-click adventuring that's great while it lasts, but too short.

Shadowgate Classic**.50%**
3D RPG from the old school. The puzzles are far too illogical.

Shamus**.61%**
Updated version of old Atari game *Berserk*. Soon gets monotonous.

Shanghai Pocket**.80%**
Interesting and relaxing game, but the tiles are difficult to see.

Shrek: Fairy Tale FreakDown**.58%**
Dodgy beat-'em-up with nice graphics but lousy controls. Too easy to boot.

Smurf's Nightmare, The**.60%**
Nothing dramatically wrong, but lacking spark and flair.

Snoopy Tennis**.58%**
In its own right this isn't a bad game, but there's a MUCH better tennis sim on the GBC. What is it? Look under M...

Space Invaders**.70%**
Aww c'mon - you must know this. Not as good as *Space Invasion*.

Space Invasion**.80%**
The original shoot-'em-up is back at budget prices. Single-minded blasting.

Space Station Silicon Valley**.64%**
Some much-needed originality here, but doesn't quite come off.

Spawn**.58%**
Great comic, but every Spawn game on every console is poor.

Speedy Gonzales: Aztec Adventure**.83%**
Cute platformer starring the fastest rodent in the West.

Spider-Man**.69%**
Looks great and plays well, but must the controls be so fiddly?

Spider-Man 2: TSS**.68%**
Good platform blasting action, but lacking in variety.

Spirou: The Robot Invasion**.80%**
Another platformer, but games as good as this are always welcome.

Spongebob Squarepants**.42%**
Platform tedium designed for toddlers. Technically inept too.

Spy Vs Spy**.89%**
Set traps to trip your foe in this hilarious action game.

Star Wars Episode I Obi Wan's Adventures**.70%**
The level design's great, but weak controls hamper this shooter.

Star Wars Episode I Racer**.86%**
Ultra-fast racing and a well balanced difficulty curve.

Stranded Kids**.70%**
RPG with the emphasis on object-based puzzles. Pretty good.

Supercross Freestyle**.53%**
Weak graphics and simplistic gameplay spoil this bike racer.

Street Fighter Alpha**.80%**
One of the best beat-'em-ups ever is super-cool on the GBC.

Super Mario Bros DX**.98%**
Is this the Game Boy's finest hour? It's certainly the best platformer...

Supreme Snowboarding**.50%**
Tricks and trips in this cartoony extreme sports game.

Suzuki Alstare Racing**.70%**
Okayish into-the-screen racer on motorbikes. Worth a look.

SWIV**.60%**
Perfect conversion, but too fast for the small screen. Impossible.

Tasmanian Devil: Munching Madness**.80%**
Psychotic sensations with the lean, mean eatin' machine.

Tech Deck Skateboarding**.88%**
Top tongue-in-cheek action.

Tetris DX**.89%**
Tweaked for the GBC, but the graphics show their mono roots.

The Simpsons: ...Treehouse**.73%**
Too short to be a classic, but its multi-genre levels basically work.

Thunderbirds**.90%**
Control all the craft as you defeat the evil Hood. FAB...

Tiny Toon Adventures: Dizzy's Candy Quest**.82%**
Puzzle-filled cartoon capers that really makes you think. Ideal handheld fodder.

Titus the Fox**.33%**
Terrible platformer with lazy graphics and half-hearted designs.

Tiger Woods PGA Tour 2000**.65%**
Serious golf sim for purists. The cartoony *Mario Golf* still rulez...

TOCA**.96%**
Intricate driving physics make this the best driver on the Game Boy.

Tom & Jerry in Mouse Attacks**.75%**
Unoriginal platformer that plays pretty well. Good sub-games.

Tom and Jerry**.60%**
A little flat, and too damned tricky for its own good. Looks cool.

Tomb Raider**.97%**
The immortal series storms the GBC with this platforming classic.

Tomb Raider: Curse of the Sword**.90%**
Fiddly at first, but action-packed, thrilling and brilliantly put together. A must for Lara fans.

Tonic Trouble**.64%**
Average game that shamelessly rips off *Rayman*. Mediocre.

Tonka Raceway**.40%**
Throwaway bit of fun, but too short to justify buying it.

Tony Hawk's Skateboarding**.45%**
Nowhere near as good as the Hawkster's PlayStation outings.

Tony Hawk's Pro Skater 2**.82%**
The skate king's second outing is a much better game than the first.

Toonsylvania**.78%**
Same old story - good visuals but formulaic level design.

Tootuff**.59%**
Flawed boardgame where you spend half the time watching others play.

Top Gear Rally**.79%**
Nothing much wrong with this driver, but it's nothing special.

Top Gear Rally 2**.87%**
Fast, slick, action-packed - all a driving game should be.

Top Gun83%
Flying thriller in the *Desert Strike* mould. Extremely hard, but fun and rewarding.

Towers: Lord Baniff's Deceit .70%
A superb technical achievement, but far too repetitive.

Tot Story 260%
Bland and lifeless platformer – not a disaster, but fails to shine.

Tot Story Racer69%
Top 3D effects, but the trade-off is weak graphics. Limited fun.

Trick Boarder71%
Challenging snowboard racing, but dodgy collision detection.

Triple Play 200141%
Yet another dreary baseball sim. Almost as boring as the real sport.

Turok 2: Seeds of Evil60%
Mediocre effort disappoints fans of the N64 version.

Turok 3: Shadow of Oblivion 70%
The best *Turok* game on the GBC, but that's not saying very much.

Turok: Rage Wars63%
This is just an attempt to cash in on the *Turok* name. Dull.

Tweety's High-Flying Adventure61%
Cartoony platformer for kids, but lacks the necessary variety.

Warriors of Might and Magic 72%
Fearsome fighting action adventure. Characters a bit small.

WCW Mayhem76%
A fair wrestler, but the definitive version of the sport eludes us.

WDL Thunder Tanks29%
Tragically flawed and virtually unplayable, this is a real disaster.

Wings of Fury80%
Despite mediocre graphics, this is one of the GB's better shooters.

Winnie The Pooh: ...100 Acre Wood85%
Lots to do and plenty to see in this kiddie multi-genre game.

Woody Woodpecker Racing .70%
Embarrassing graphics, good driving model, mediocre game.

Worms Armageddon91%
Turn-based combat with the wriggly ones. Hilarious and cool.

WWF Attitude86%
The best bone-bender on the Game Boy. Polished and slick.

WWF Wrestlemania 2000 .79%
Lacks some of the panache and sparkle of *Attitude*.

X >

X-Men Mutant Academy40%
Terrible beat-'em-up you can complete by tapping 'A'.

X-Men Mutant Wars29%
The sequel to *Mutant Academy* plays even worse...

X-Men: Wolverine's Rage .. .78%
Reasonable platform fighter, but nothing ground-breaking.

Xena: Warrior Princess38%
This game achieves the impossible. It makes Xena look ugly. And clumsy.

Xtreme Sports79%
Looks good and plays well, but doesn't last long. Only five sports.

Xtreme Wheels85%
Balance speed and energy conservation in this BMX racer.

Y >

Yars' Revenge73%
Fearsome retro game from Atari. Great fun but too hard.

Yoda Stories29%
The force is not with this. More like *The Farce*...

Z >

Zelda: Link's Awakening DX 98%
Coloured-in version of what's arguably the Game Boy's finest hour.

Zelda: Ocarina of Ages91%
Superb RPG with the emphasis on puzzle-solving. Links with Seasons.

Zelda: Ocarina of Seasons .. .91%
Superb RPG with the emphasis on combat. Links with Ages.

Wario Land II90%
From the world of Mario comes this excellent platformer, starring the baddie.

Wario Land III94%
Another sizzling platformer from Nintendo, kings of the genre.

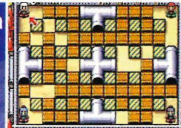
Army Men Advance73%

A solid and fun shoot-'em-up, but lacks the imagination to take it that stage further. Fun, but derivative.



Bomberman Tournament92%

Superb return to 2D form for Bomberman. One of the greatest multiplayer games of all time, and a blast on the Advance.



Castlevania: Circle of the Moon .. .79%

As good as any Castlevania game, but fails to take the series forward.



ChuChu Rocket91%

Fantastic multiplayer rodent-catching puzzler which works well on your own too.



Denki Blocks!92%

Astounding puzzler that emphasises brainpower rather than co-ordination. A true GBA classic and no mistake.



Earthworm Jim70%

This whacked-out platformer from the SNES features some of the weirdest humour ever, but no real surprises.



F-Zero: Maximum Velocity93%

Brilliant racing action, brought to life with superb opponent AI.



Fire Pro Wrestling82%

In its own right this is a very good wrestling sim, but it's let down by stealing too many ideas from other games.



GT Advance66%

A game of two halves. Brilliant depth and sense of progress, average racing.



GT Championship82%

An into-the-screen racer that shows what the GBA can do, but it's not the classic driver we're all waiting for.



High Heat Major League Baseball 2002 87%

Fluid animation and a great learning curve make this one a surprise hit. Will even appeal to non-swat fans!



Hot Potato!83%

Scrolling puzzler where you match coloured potatoes to make them disappear. Works really well too.



Konami Krazy Racers81%

This Mario Kart rip-off works well, but you need more than one copy to multiplayer.



Kuru Kuru Kururin91%

Terrifyingly tricky, but tantalisingly taxing, this pristine puzzler's a peach.



Mario Advance90%

Not the blockbuster we hoped for, but still a great game in its own right.



Mr Driller 258%

Fatally flawed coin-op conversion. Not enough here to justify the asking price.



Pinobee: Wings of Adventure56%

A mediocre platformer that tries, and fails, to be another Rayman. Look elsewhere.



Rayman Advance94%

This is the best launch title on the Advance. A superb conversion of the PlayStation hit.



Ready 2 Rumble Boxing: Round 2 . .23%

On launch day, this was the Advance's lowest blow. Your fist speed is stupidly slow and the perspective's awful.



Tony Hawk's Pro Skater 293%

Stunning visuals, precision controls, variety – it's got the lot! A real classic, and one of the best launch titles.



Tweety and the Magic Gems46%

Cartoon capers with the Looney Tunes crew, but it fails to excite. Sub-games variable in quality, and boardgame theme bores.



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FALL OUT!

What's in next month's issue? Let's take a look...

Y'know guz and galz, we've had a few letterz complainin' that thingz on the Next Month page aren't appearin' in the next issue. For example, we said we'd have Stuart Little this ish, and David Beckham Soccer was supposed to be on Issue Two's vid. We're real sorry about that, but there's nothing we can do. Y'see, gamez are sometimes delayed, or even cancelled. At the time of writin', everythin' on this page is expected for next ish, but if something's missin', it ain't our fault. Sorry...

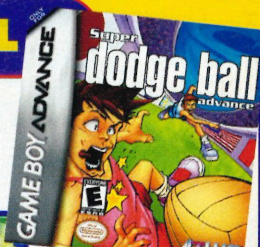
Sakura



**ISSUE FIVE ON SALE:
11th October, 2001**

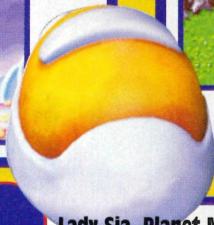
SUPER DODGEBALL

Bam's barmy playground ball game comes to the Advance. Are you fast enough?



SOLUTION: RAYMAN ADVANCE

Part One of our exclusive guide to Ubi Soft's amazing but difficult platformer!



BREATH OF FIRE I & II

Camcom's killer RPGs are coming to the Advance, and they've had a complete graphical makeover. We check 'em out for you...



PLUS...

Lady Sia, Planet Monsters, Super Street Fighter 2X Revival, NY Race, Harry Potter and the Sorcerer's Stone, Spyro: Seasons of Ice, M&M Mini Madness and more!

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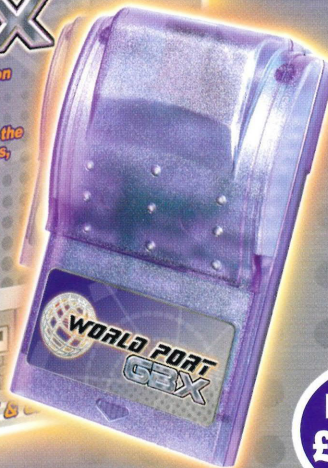
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Main Menu

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- Modem...
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- Prefs?

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Re: Hello
Re: Jillys
Favourites
Fw: parrot (fwd)
Re: wanted



Compose

This is just a

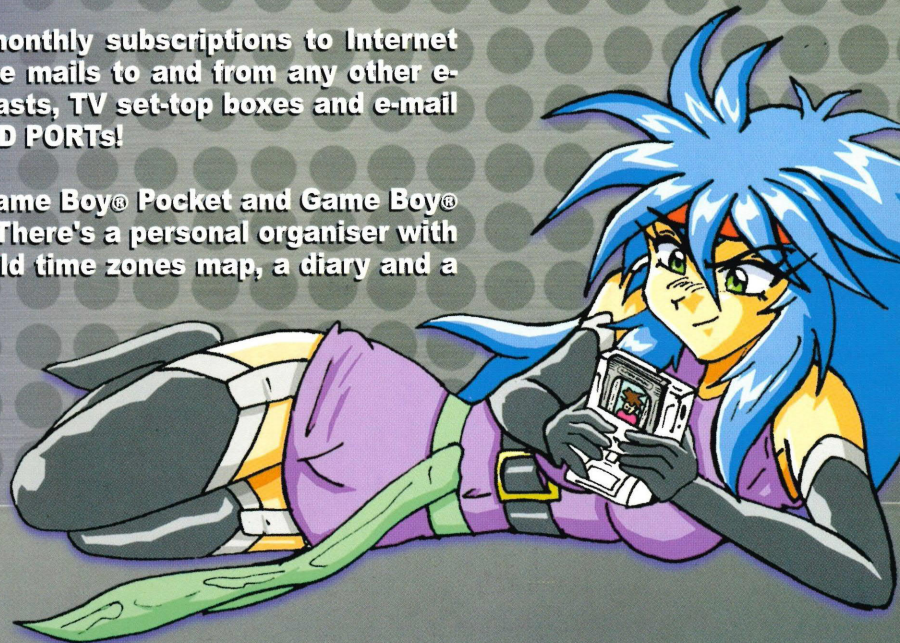


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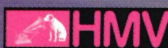
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